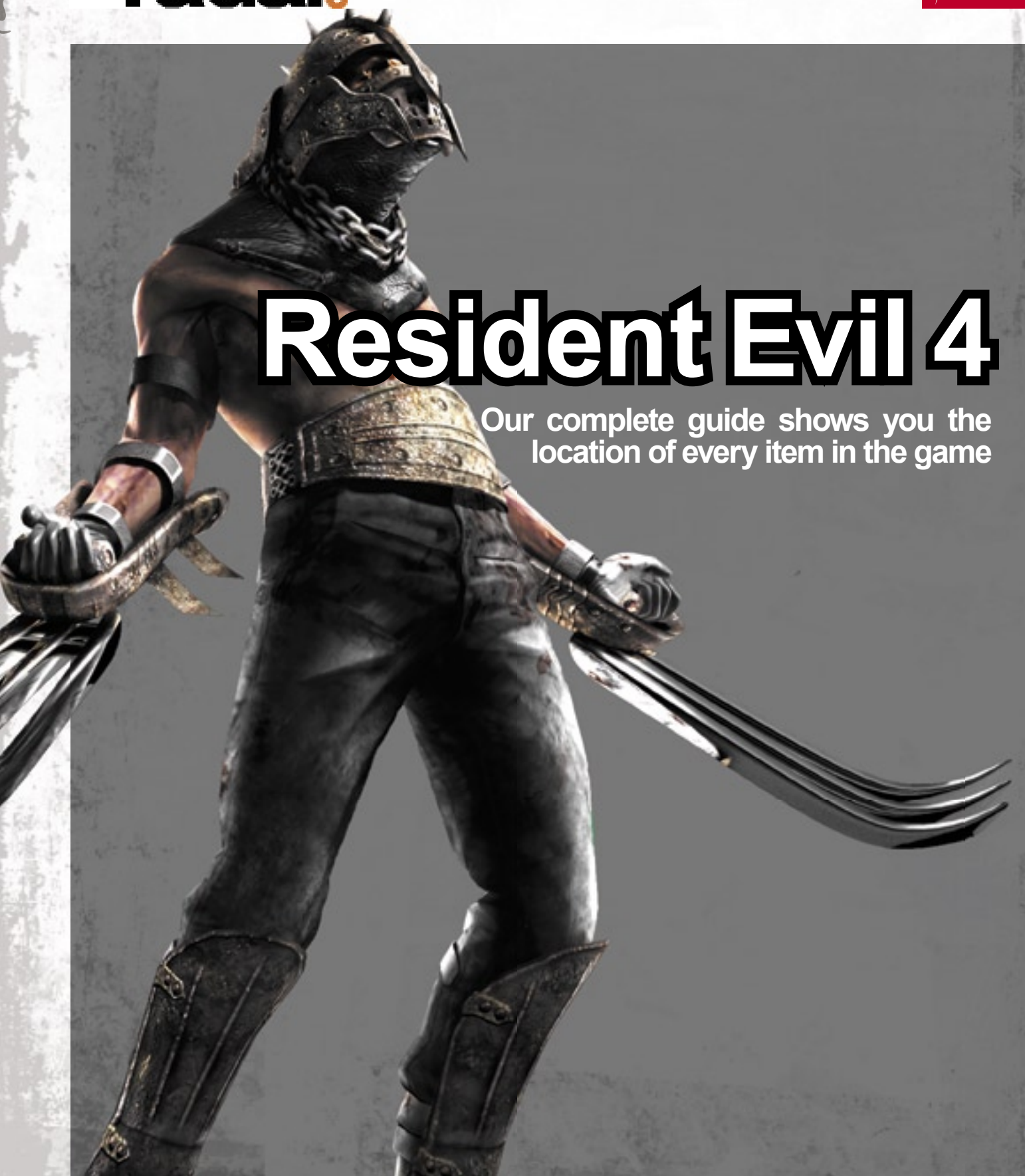
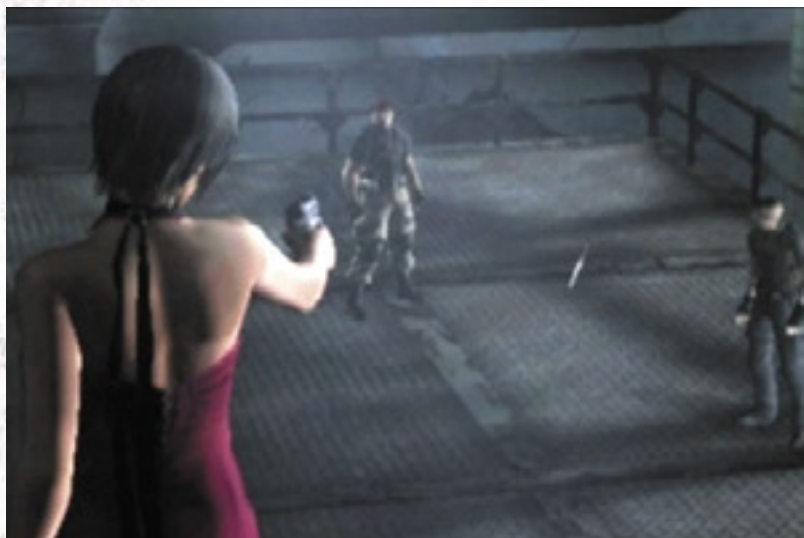




Resident Evil 4

Our complete guide shows you the location of every item in the game





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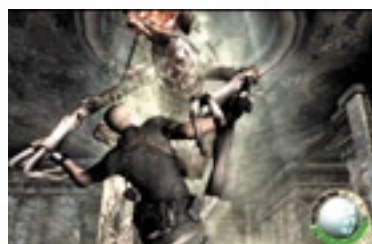
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GETTING STARTED

CONTROLS

PS2

X Button

This is used to perform various actions when they appear on the screen. While holding down R1, pressing X fires the current weapon.

O Button

Hold while pressing Left Analog to run. Press this and back on Left Analog Stick to do a 180-degree turn. Press this while holding down R1 to reload the current weapon.

Start Button

This opens your item menu.

Triangle Button

This will open your map.

Select Button

This will open your options menu.

R1 Button

Hold down to aim a weapon, and press X while holding down R1 to fire. Press O while holding R1 to reload. This button will also rotate items in your inventory.

L1 Button

Hold to activate your "quick knife" feature. Press X while holding L1 to swing your knife.

GAMECUBE

A Button

This is used to perform various actions when they appear on the screen. While holding down R, pressing A aims and fires the current weapon.

B Button

Hold while pressing the Analog stick to run. Press this and back on Analog Stick to do a 180-degree turn. Press this while holding down R to reload the current weapon.

X Button

This is used to interact with partner.

Y Button

This opens your item menu.

Z Button

This will open your map.

Start Button

This will pause the game.

R Button

Hold this down to aim a weapon, and press A to fire. Press B to reload.

L Button

Activates your knife. Press A while holding L to swing your knife.

BASICS

QUICK TURN

Pressing back on the Left Analog Stick and the O Button (B Button on GameCube) at the same time will

cause your character to quickly turn 180 degrees. This is invaluable during heated battles, or just when you need to turn around.

RELOADING

While holding R1, press the O Button to reload the current weapon. You should always try to remain fully loaded at all times.

CRATES/BARRELS

Many crates, barrels and other items can be destroyed to reveal hidden items. It's easy to break them with your knife, so don't waste valuable ammo on them. Just be careful as some have snakes in them.

SAVING

You can save your game when you find a typewriter. Typewriters are scattered through the levels fairly generously, and we suggest you save often. The game also saves a "retry point" after you enter an area. You can start over from that point if you die between typewriters.

WALKTHROUGH

CHAPTER 1-1

APPROACHING PUEBLO

Snipe the crows in front of you if you want to get some items. Head for the small house on your left. On the left side of the house, you'll see a wagon with a crate on it. Use your knife to break the crate. It might drop an item, or it might not. Either way, enter the house through the front door.

Head toward the back of the house to chat with a villager. Once you get control of Leon again, aim for the enemy's head. You almost always have to hit enemies at least twice in the head to kill them. After the enemy's been dealt with, check him for equipment, then head up the stairs in the back of the house. Grab the ammo from the table, then jump out the window.

Deal with the three enemies down here, then grab their equipment. Head for the next shack behind where the truck used to be. Grab all of the items from inside and save your game using the typewriter.

Spoiler Alert: you'll encounter a wolf trapped in a bear trap along the path. Will freeing him be beneficial or detrimental in future events? Don't continue reading this paragraph if you don't want to know, since my next sentence is going to tell you. And the answer is yes, freeing the wolf will prove beneficial later.

Continue down the trail. You can pick off some more crows here. Grab the Red Herb from the bush to the right of the Pueblo sign. Stay on the path, since there are traps in the shrubs. Be especially careful not to walk into the tripwires between the trees, since they do tons of damage. When you make it past the tripwires, another enemy will attack you. Deal with him, then follow the path up the hill.

When you approach the next cabin, two more enemies will appear. Take care of both, then enter the cabin to collect all of the items inside. Head down the path to cross the rope bridge. There's an enemy waiting inside the cabin on the left, so don't just blunder in. Take care of him, then grab the items. Open the gate at the end of the path when you're done.

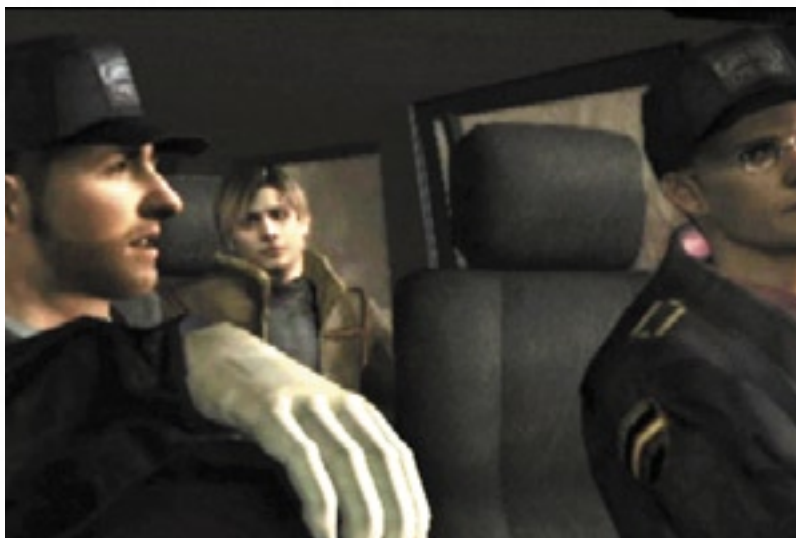
PUEBLO

Take a look with your binoculars, then head into town. You can try to

Resident Evil 4

04

walkthrough



sneak around the village without being seen, but it won't help you. There's no way you can leave until the villagers notice you, at which time you'll be forced to fight them off. Trying to leave the village will cause an angry villager armed with a chainsaw to attack you. While this might seem like a bad thing, you'll get a Ruby after killing him. Entering the large house with the fence in front of it will also result in an attack by a chainsaw-wielding villager. This one will drop 10,000 pesetas when you kill him. Better yet, there's a shotgun on the wall on the second floor of the house that will make the battle much easier.

If you'd like to make as much money and collect as many items as possible, you should first run through the village to get the attention of the villagers. Then attempt to exit the village through the gate past the tower. Once the first chainsaw guy and the rest of the villagers are chasing you, enter the house with the fence in front of it to make the second chainsaw guy appear. A cut-scene will occur when you enter the house. After it's over, shove the large shelf in front of the window to delay the villagers, then raid the house. Your first stop should be the second floor, so run up the stairs and grab the shotgun off the wall at the top. Smash the glass on the shelf to find a very helpful hand grenade, then grab the pesetas from the nearby table. Don't forget the precious shotgun shells on the bed.

Run back down the stairs, then run past the large table and smash the barrels underneath the stairs to

find some items (and don't forget the handgun bullets on the shelf). Get in the far back corner behind the table to prepare for the upcoming fight. The villagers will eventually break through the window and door, so be prepared to stop them from reaching you. The best way to do this is to aim for the legs of the first group to make them fall down, then toss a hand grenade over there when a large enough group has assembled. Hopefully you can get the chainsaw guys with the grenades, too, but if not, you'll need to knock them down with the shotgun. Make absolutely sure you kill the chainsaw guys first if you want to get their treasures, since the battle will end after a while and any enemies that aren't dead will just vanish.

If you find yourself having trouble fighting off such a large horde inside the house, you can always fight the chainsaw men one-on-one. You won't get as much booty after the fight, but it should be considerably easier for you. Instead of fighting from that house, simply enter a different structure and use the same strategy. The house across from the large one is particularly good, since you can get in the bedroom and defend the single door. After the battle, make sure to scour the village for items. Once you've collected all the items you can, head through the gate near the tower.

FARM

There's a typewriter in the hut on the left, so use it immediately. There are only a few villagers here, so don't worry too much about causing



a scene. Next to the shack with the typewriter, you'll see a well with a necklace dangling above it. Shoot the pole holding up the wooden slab, then shoot the necklace where it's hanging from the wood to knock it down. If you fail to shoot the stick first, the necklace will fall into the water, causing a significant reduction in its sale price. Grab the necklace, then turn around to deal with the villagers who are coming for you. There are items scattered throughout the farm, so start scouring the area. Don't miss the grenade in a barrel behind one of the shacks, and don't miss the "beer stein" item (you need to jump out the window in the hayloft, then fall to the lower level on the right side of the walkway to reach the crate holding the beer stein). You'll also want to take the blue poster attached to a tree near the entrance. Take the poster, then use your map to track down the seven blue jewels in the farm area. Shoot them all, then save at the typewriter and exit the area through the next gate.

BOOBY-TRAP

Start running down the hill, and the villagers will have an interesting surprise for you. Start jamming your X Button as fast as possible, and when the notice pops up on the screen, jam the indicated buttons to dodge the rock. Head through the tunnel at the bottom of the hill. Shoot the two shiny spots in the ceiling to get two Spinel. At the end of the tunnel, you'll see another red sign with skulls attached to it. That means there are traps in the area. In this instance, the traps

are bear traps, tripwires and villagers armed with dynamite. Pick off the villager standing in the open first, then pick off the one inside the house in front of you. Look at the ground and shoot the bear traps to set them off, then set off the tripwire inside the small shed. Deal with the villager on the far side of the shed, then deal with the explosive-throwing villager inside the house.

Enter the first house through the window in the back and take all of the items you can find. Jump back out through the window, then shoot the nest in the tree between the two houses to collect a red catseye. Don't miss the crate on the right side of the large house, then kick open the locked door to get inside the large house. You can use your knife or a bullet to break the lock instantly if you'd prefer. Grab the ammo from the table and the money from the cabinet, then save your game. Enter the small hallway, stand back and shoot one of the explosives. Shoot one of the explosives in the next room, too, then grab the money from the table and the Green Herb from the cabinet. Push the bookshelf away from the next doorway, then enter the next area and open the cabinet.

CHAPTER 1-2

VALLEY CAMP

Press the buttons shown on the screen to avoid the villager's axe. Grab the ammo from the nearby shelf once you get control of Leon, then head around the corner, grab the

ammo and use the typewriter to save. Exit the house and take a left, working your way behind the building to where the merchant awaits. What you buy/upgrade is really just a matter of how you like to play. You should sell your Spinel, pearl pendant and ruby (if you killed the first Pueblo chainsaw guy).

Don't sell the red catseye or the beer stein, as they can be combined with other items later to increase their sale price. We suggest you upgrade your handgun and shotgun as much as possible, and hold off on the rifle for now. You can go without it until you get the better one later. If you're going to buy a new weapon (such as the rifle or TMP), you'll also want the medium attaché case. If not, you can probably do just fine without it.

Once you're done shopping, continue down the path behind the merchant to find some crates. Head back around the building to the doors leading out to the main camp. Get your shotgun out and prepare to waste a ton of enemies. Stay where you are at first, blasting them as they come up the ramp. When you get an opening, run down the ramp and then head up the next ramp on the right. Kill the guy up here, then open the chest and get the items from the barrels. Turn to face the ramp again, since there's likely to be a hoard of enemies coming up on you. Blast away until they stop coming, grab their items and go back down the ramp.

Enter the shack across the bridge and grab the ammo, then open the next door. There are three guys in there, so kill them all. Take the ladder to the roof and grab the item from the treasure box, then jump down. Finish scouring the area for enemies and items, then head for the gate leading out of the area. Make sure you don't miss the Yellow Herb in the cabinet inside the shack close to the gate. Approach the gate and press X. You'll find yourself inside your items menu. Select one of the two artifact pieces you just picked up, then select the combine option in its submenu. Combine it with the other half of the artifact, then select the completed artifact and choose the use option. You'll be able to open the gate, so go ahead.

WATER WORKS

Destroy the three barrels in this area and grab the items before opening the double doors. There's another barrel

in the first room of the structure, so take its item as well. When you go through the next door, you'll be spotted by several enemies. Eliminate them, take their items and work your way around to the other end of the path. Smash the crate and grab anything that it drops, then jump through one of the windows next to it. There will be several enemies behind a sandbag wall, two of whom are armed with explosives. Blast them before they get the chance to throw, but if they do, crouch behind the brown dumpster for cover. Once the guards are dealt with, use your handgun to disarm those pesky bear traps, then raid the barrels and furnaces for some items. Make your way to the door behind the sandbags, making sure to avoid the bear traps. Two more enemies will come out of the door, so make sure you don't let your guard down.

The next room contains a boarded up window. Break the boards with your knife and jump through, grab the mask from the wall, and return to the hallway. Check the barrels here for items, then head out the next door and down the ramp. There are two more guards, so climb the ladder to safety.

USE YOUR HANDGUN TO DISARM PESKY BEAR TRAPS, SO YOU CAN SAFELY LOOT ITEMS



But first, jump down into the water on the left. There are some items to find, and you can also kill the fish if you need some quick energy (or you can keep the large ones in your inventory and sell them, assuming you have room to spare).

CHIEF'S HOUSE

Use your handgun to kill the first crow, then use another shot to set off the bomb on the trees ahead. That will kill the other two crows, so shoot the three bear traps on the ground and collect the crows' items. Near the hole you just crawled out of, you'll find a pocket watch dangling over a well. Shoot the stick holding the lid up, then shoot the watch down to retrieve it. Destroy the crate and barrel in the small shack to look for items, then run to the door of the house. The door on the upper level has a blue orb on it. Rotate it once up, then once left to open the door. Grab the key from the table in front of you, the money from the cabinet between the two doors, the handgun ammo from the desk drawer, and the note off of the bed before opening the next door.

CHAPTER 1-3

CHIEF'S HOUSE

If you want to see an interesting scene, step back into the previous room. When you're done, open the cabinet at the end of this hallway to find an herb, then head downstairs. You can blast the guy in the bathroom under the stairs if you'd like, then search the rest of this area for items and use the typewriter to save. Head out the next door when you're ready. You'll immediately attract the attention of a villager armed with a chainsaw, and at least two other villagers in the area. Use the shotgun to deal with them, but keep in mind that it takes a minimum of six shells to the head to kill the chainsaw dude. Continue down the path once you've collected all their items, and slaughter any other villagers you encounter along the way. There's a crate in the small shack, and there are two bird nests along the path. Make sure you destroy them all to collect items. Unlock the double doors at the end of the path to enter Pueblo again.

PUEBLO

You'll start right next to the hut we suggested you use to defend against the villagers the first time you were here. It will work well again this time, so duck in there quickly and waste the enemies as they walk in. Grab their items, then head to the main part of town. Enter any buildings you might've missed earlier, but keep your eyes peeled for villagers on the rooftops. They'll throw hatchets at you, but you can usually knock them down with a handgun shot or two. When you're ready, approach the door on the building where the villagers all vanished earlier. You can use the key in your inventory to open it.

TUNNEL

Grab the ammo from the shelf, then use the typewriter to save your game. Open the next door, stand back and shoot the lantern on the ceiling to get a Spinel from it. Open the hatch on the ground and jump down. When you get to an open area in the tunnel, shoot the lantern, then shoot the three shining areas on the ceiling to find two Spinel and an Elegant Headdress. Continue down the tunnel, and you will eventually find yourself in front of a merchant. You should have the following items to sell to him right now:

Spinel, ruby, brass pocket watch and elegant headdress. Do not sell your red catseye, beer stein or elegant mask. There isn't much new here at this time, so take a quick look to see if anything interests you, then head out the nearby door and exit the area.

CEMETERY

Head up the trail, blasting a nest on a tree branch along the way. When you reach the cemetery, take a right. One enemy will attack from the shack, and another will attack from the cemetery. Eliminate them both, raid the shack, then start picking off the crows nearby for some items. Start searching the area for the rest of the blue pendants, three of which are in the main cemetery area. There's another one on the left side of the church, and one behind the church. While you're behind the church, rotate the object on the pedestal seven times using the 3 option, then another five times with the 4 option, then one more time with the 3 option to collect the Green Catseye. Now head for the wooden plank area along the water. There are a few more enemies around here, and there are also three more blue medallions, so keep your eyes peeled. Take the document from the small shack, and smash both boxes. The one on the table has a snake in it, so be careful. Head to the end of the planks, kill the last enemy, and open the door.

STORAGE AREA

Approach the gathering of crows and toss a grenade at them, then collect their items. If you missed some of them, exit the room and use another grenade to get the rest of them. Search the shacks and the rest of the area for some items, including two Spinel. Head for the lower set of double doors when you're ready.

WATERWAY

Grab the ammo down here and destroy the barrels, then talk to the merchant. He'll offer to sell you the Punisher, a handgun that has piercing bullets. Whether you use the weapon or not is up to you, but definitely buy it while it's free. (The Punisher will be sold here for free if you've destroyed at least 10 of the blue medallions - if you've destroyed all 15, it will be sold for free and it will come with the level two firepower upgrade.) If you use it for a while and don't like it, sell it. At



least you'll get some money out of it. Do not sell your green catseye, red catseye, beer stein or elegant mask. Head back to the previous area when you're done.

STORAGE AREA

Take a right at the top of the stairs and head through the double doors.

DOCK

Grab the items from the shack near your position, then start down the hill. You'll have to avoid another rolling rock, so get ready to press whatever buttons pop up on your screen. When you're safely at the bottom, turn around quickly. You should be able to see a shiny spot on the cliff, so shoot it, then collect the Spinel that drops. Continue down to the docks. The place will soon be swarming with enemies, so we suggest getting your shotgun out. Enter the first shack you come to, but be careful of the crate on the shelf as it contains a snake. Jump into the water on the right side and work your way to the other end of the area, blasting enemies as you go. Watch out for tripwires and snakes in the water. When you get to the ramp leading back onto the second part of the dock, look in the nearby tree for a nest and shoot it. Grab the Antique Pipe that comes out of it, then head up the ramp. Grab the grenade from the bench, then run to the end of the wood area to find a second shack. Eliminate the two enemies near it, then kill the snake inside the crate in the shack. Head up the path and go through the door.

LAKE

Head all the way up the hill, and approach the cliff to the right. You'll witness a rather interesting scene. When it's done, grab the red herb from the ground near the large tree, then head back down the path. Take a left when you can, and knock the nest out of the large tree on the left just before the first shack to get the gold bangle with pearls. Grab the items from both shacks, then use the typewriter in the second shack. Head for the lake and enter the motor boat. Steer the boat towards the other side of the lake until a scene occurs, then be prepared for a fun little fight. As you're dragged along, avoid the debris in the water. When you get an opportunity, throw a harpoon. If you score a hit, immediately hold left or right on the controller to avoid ramming. When the boat stands still, it means you're going to get rushed. Keep your eyes peeled, and when it approaches, hit it in the face with a harpoon. Even though it's still charging towards you, it'll submerge at the last second, and the process will repeat. Continue this process until it runs away. When it does, press the button displayed on the screen as fast as you can until you accomplish your task. If you get knocked out of the boat at any time, get back in as fast as possible. Note that it does hurt you to get knocked out of the boat, so make sure you heal yourself if necessary.



CHAPTER 2-1

LAKE

Raid the cabin for items, including a letter on the bed. Use the typewriter, then exit the cabin. If necessary, you can fish for some bass to use as recovery items. Get in the boat when you're ready and head back to the dock where you were earlier. The items in those two sheds have regenerated, so grab them again, then get back on the boat. Head for the cave on the left side of the lake. You can also backtrack all the way to Pueblo and collect new items if you'd like, but you will eventually have to head for the path near the cabin where Leon woke up.

MERCHANT'S CAVE

Items in this area include a Spinel (Lantern on right side of merchant's shack), green gem (barrel on roof of shack), rifle ammo (inside shack, drop down from the roof), and eight random barrels, three on each side of the shack and two on the roof. Explore the area thoroughly before you do anything else. A large crate on the left platform can be pushed out of your way, which reveals a ladder heading to the roof of the hut. Get up there, push the rest of the boxes, and collect any items you find along the way, including a green gem. The lantern on the right side of the shack also has a Spinel stuck to the bottom.

Jump down and talk to the merchant. You should have the following items to sell to the merchant right now: Spinel, antique pipe and

gold bangle with pearls. Do not sell your green catseye, red catseye, beer stein, elegant mask or green gem. You'll want to combine those with some items later to sell them for a higher price. Upgrade any weapons you like, then get back on the boat. Drive back to the cabin on the far side of the lake and use the typewriter if you want. After that, head through the gate near the cabin to enter the Waterfall area.

WATERFALL

Kill both of the enemies, grab their items (including a whopping 5,000 pesetas from one guy), then jump across the dam to the other side of the river. Head for the next set of jumps, jump across, then use the rope to go down the cliff. There's a guy on a high platform near you, so take care of him first. There's a Spinel on the wall by the rope, and there's handgun ammo and a barrel on the platform where you shot the guy. Next on the agenda is shooting the chains on the crates above the water. This will make a series of platforms for you to jump across. Don't bother heading right yet, since you'll have to do that later

anyway. Climb the ladder and use the lever up there, then head back to the boxes on the water. When you get to the middle, you'll be in for a bad surprise. Jump back the way you came as fast as possible, or you're pretty much guaranteed to get hit from one side or the other (or both). Deal with all of the townspeople, then head for the waterfall. Blast all of the torches and barrels in the area, and don't miss the shiny spot between the two torches for an Amber Ring. Head through the waterfall when you're ready. At the end of the tunnel, you'll find a large set of doors. Take the Round Insignia off of it, then head out the next set of doors.

WATERWAY

Turn around and destroy the torch near the door for a Spinel, then destroy any barrels you find. Get on the boat, then exit to find a Merchant. You should have the following items to sell to the merchant right now: Spinel and the amber ring. Do not sell your green catseye, red catseye, beer stein, elegant mask, or green gem. You'll want to combine those with some items later to sell them for a higher price. Use the typewriter if necessary, then head out of the area using the ladder.

STORAGE AREA

Smash the two barrels and take their items, then head to the left into the main part of the room. You're in for another surprise, and this one's even better than the last one. We suggest getting whatever weapon you're most comfortable with (probably the shotgun) and blasting the thing in the face as fast as possible. When you do enough damage, it'll fall down. Run to it and continue pressing the button displayed on the screen as fast as possible. You have to do this pattern a minimum of three times before the battle is over. If he tries any special attacks on you, press the appropriate buttons displayed on the screen to avoid them. Want to make this a really easy fight? Use flash grenades. It'll

BLAST THE THING IN THE FACE RAPIDLY WITH THE SHOTGUN UNTIL IT FALLS DOWN - YOU MUST DO THIS THREE TIMES



FARM

Run to the dumpster on the right and have Ashley hide in it. Enter the small shack on the left to grab some items, including a file. Save with the typewriter, then enter the main part of the farm. There are at least another eight villagers scattered around here, so start hunting them down and eliminating them. Search the structures thoroughly, since many of them have new items. The two-story barn is especially full of items, so make sure you raid it. Just be careful of the bear traps on the floor. Climb the ladder in there, take a left, and run straight forward to the ladder. Jump down and remove the bear traps in the area, then whistle for Ashley (only when you're sure you've cleared the farm of villagers). Approach the double doors with Ashley following you, then initiate the piggyback option.

FORTIFIED HOUSE

There's a merchant in front of the bridge, but he doesn't have much to offer at this point in time. Do not sell your green catseye, red catseye, beer stein, elegant mask or green gem. You'll want to combine those with some items later to sell them for a higher price. Cross the bridge when you're ready. Grab the ammo and the yellow and red herbs from the lower level, then start shoving shelves in front of the windows. Once you've got them in place, go stand on the stairs and wait for enemies. Simply blast anything and everything that approaches, and don't worry about Luis. Remember to try and avoid hitting villagers in the head, since that causes the parasites to appear. After a while, enemies will start coming in from the windows on the second floor. Luis will join you up there, so let him fire at the enemies coming up the stairs. Concentrate your own efforts on the windows, knocking down ladders whenever possible. Help Luis every time you get a break, and try to collect as many items as you can during the fight before they vanish. After a while, the villagers will cease their attack.

CHAPTER 2-3 FORTIFIED HOUSE

Make another quick sweep of the house for items, then head outside. Pick up any items you see out here, then enter the small shack to find a document and a typewriter. The merchant is just outside the shack, so

stun the thing just long enough for you to dump the appropriate amount of shotgun shells into it. If you have three Flash grenades, this will be an extremely easy fight. After the battle, search the area for items. There's a lot of ammo, red and yellow herb, a Spinel and a pile of pesetas from the monster, among other things. Head through the gate to return to the cemetery.

CEMETERY

Take the items from the shack on the right side of the path, then head into the main part of the cemetery. Three wolves will greet you right in front of the church. Blast them quickly with a grenade or your shotgun, then take their items. Raid the shack in the main part of the cemetery for items, and take the items from the two nests in the trees on the far side of the cemetery. Open the main door of the church when you're ready.

CHURCH

Take the money off of the table on the left side of the altar, then smash the barrel in the hallway on the right. Take the ladder to the upper level, then swing across the chandelier. Smash the barrels up here for some more items, then head for the console to control the lights. Rotate red twice, green three times, blue once, then choose Combine. The gates on the side of the room will go up, so head over there and open the door. Smash all of the barrels in here to get items, then open the door to leave. Head for the ladder on the right side of the area and jump down, then approach the

ladder and have Ashley jump. Enter the main part of the church to finish this section of the chapter.

CHAPTER 2-2

CEMETERY

Destroy all of the barrels and take their items, then open the door to exit. Run towards the main part of the cemetery, then take Ashley's advice and shoot the barrels on the wagon. Take care of any survivors, then take all of the items they dropped. Head down the trail to the shack with the tunnel entrance in it and head down.

TUNNEL

Right away you will encounter a Merchant. Do not sell your green catseye, red catseye, beer stein, elegant mask or green gem. You'll want to combine those with some items later to sell them for a higher price. Head up the tunnel and exit. Make sure you destroy the barrel and crate in the house, and don't forget to shoot the lantern for another Spinel. Save your game with the typewriter, then exit the house.

PUEBLO

There are at least eight villagers around the town, so keep your eyes open at all times. Grab all of the new items around town, including a Spinel on the top of the tower. Make your way to the doors leading to the farm, but watch out for villagers and bear traps on the ground. Head through the doors as soon as you're ready.



whistle for Ashley, and head through the gate.

RIGHT PATH: EL GIGANTE

There are so many easy ways to beat this guy, it's not even funny. By far the easiest way is with flash grenades, so if you have a few equip them now. Run to the opposite side of the area, making sure Ashley follows you. A scene will occur, and after that, you can start fighting El Gigante. Toss flash grenades at him, then blast him with your shotgun until he falls down. Run to him and climb up, then press the button displayed on the screen as fast as possible to damage the parasite. Repeat this process with additional grenades and shotgun rounds until he dies. Don't forget to dodge his falling body, either. You can also wait for him to walk under the large boulder Ashley points out, then shoot the pole holding the platform up to make the boulder fall. If you leave Ashley alone and El Gigante gets close to her, he'll grab her. Don't let that happen, since it hurts her quite badly.

Kick down the gate when the battle is over (after you pick up the money from El Gigante's corpse). The next area has two shacks, both of which are filled with good items, including Spinels, ammo, money and grenades. A few more items can be found along the edge of the canyon, and don't miss the purple gem that you can shoot down from the bucket high above the two shacks. Other than that, head for the second chained door, break the chains, then use the old key (found in one of the sheds) to open the gate.

GONDOLA

Search in and around the house on the right for a few items, including a file. Use the typewriter, then talk to the merchant if necessary and smash the barrel near him for an item. Open your inventory and combine the green gem, red gem, purple gem and elegant mask. You should then have the following items to sell to the merchant at this time: Spinel, ruby and elegant mask with gems. Do not sell the green catseye, the red catseye or the beerstein. You'll want to combine them with something later to increase their sale price.

Head up the hill on the other side of the area to find the Gondola. Smash the barrel on the right side of it for an item, then get on it. Use your handgun to pick off the enemies in the gondola

talk to him if you want to. You should not have any items to sell to him at this time. **DO NOT SELL** your green catseye, red catseye, beerstein, elegant mask or green gem. You'll want to combine those with some items later to sell them for a higher price.

When you read the document (Two Routes), you can decide which path you wish to take. Head for the lever near the merchant and open whichever path you want. Head out of the little spot where the level is and enter the gates of the path you chose. We'll give you directions for both. We suggest taking the left path, then backtracking through the camp to the fortified house, then taking the right path. There are lots of good objects to get on the right path, and it's not too hard. If you take the right path first, be sure to double back and take the left path when you're done. Of course, you can still opt to only take one path if you're in a hurry to finish the game.

LEFT PATH: CAMP

Use your handgun to shoot one of the barrels in the wagon in front of you, which should eliminate several villagers. Finish off the survivors, then work your way around the path to the ladder on the right. Climb it, deal with the first villager, and then hide Ashley in the dumpster. Eliminate the other three villagers on the upper level, then look around the area for items. Don't jump down into the middle pit area until you've jumped down to the small area on the side of the fort. Look down before you jump,

and if you don't see a cart full of coal, don't jump. Grab the ammo and the items in the barrels, then climb back up. Get your shotgun out if it's not already, THEN jump down into the middle pit area to start a fight. You'll have to fire quickly. Concentrate on the two chainsaw ladies first, keeping them knocked down at all times. You'll probably kill the other guys just from the spread of the shotgun while you're firing at the chainsaw ladies. If not, finish them off. Take every item they've dropped, including a key and a ruby. Use your handgun to pick off the two axe-throwing guys up on the platforms, then whistle for Ashley when it's clear. Use the Camp Key to open the door down here.

Turn right, break the crate on the ground in front of the sandbags, then open the door to the right of the crate. Take a left as soon as you get inside. Use your knife to smash the boards on the window there, jump over, and smash both barrels at the end of the path, one of which contains a Red Gem. Head back into the shack now. Drop down to the lower level, grab the ammo and grenade, then exit the small hut. Proceed down the path to the right. Quickly hide Ashley in the next dumpster, then concentrate on the fort area. Tons of villagers are going to pour out of it. Use some grenades at first (not your flash grenades, you'll want those later), then switch to shotgun when you run out of grenades. Gather all the items when the fight is finished, then head for the door on the other side of the fort area. Smash the barrels nearby,

cars heading up the wires. Also make sure you take care of the two guys on the wooden platforms to the left, or they'll jump on the top of your gondola and cut it down. When you reach the bottom, run around and jump through the open window of the small control room. Open the lockers for some items, then head down the stairs near the gondola. Take the left path and have Ashley wait there. Peek around the corner into the cave to deal with two villagers standing behind the sandbags. Jump the bags and take the ladder up, kill the last villager, and open the large treasure chest to get the yellow catseye. Run back to Ashley and take the path down. The merchant has nothing new to offer, but you can now combine your Green, red and yellow catseyes with the beer stein and sell it to him for 20,000 pesetas. That is the only thing you should have to sell to him right now.

SHED OF ENLIGHTENMENT

Approach the structure at the end of the path. Watch the scene that occurs, and be prepared to press the buttons displayed on the screen to dodge an attack. When the battle starts, shoot the center of the creature as it walks towards you. When it makes it to your part of the room, quickly run around it to the center of the back part of the shed (where the ladder is). Turn around and continue shooting, but when it gets to the middle part of the area, turn a little to your right and shoot the red barrel on the ground. The explosion will be enough to break the creature in half if you've been hitting it a lot already. If not, finish shooting it in the middle of its body until it breaks in half. Now that the upper-body is swinging from the rafters, climb up one of the ladders in the room. Get to one side of the upper area and take a few shots at the enemy, but when it gets close to you, run to the other side of the rafters. Keep shooting it and running, shooting it and running, and so forth until it dies. The upper level is littered with items, including some all-important herbs. Grab all of the items in the upper area, then jump down below. There's more ammo and another herb spread around the lower part of the shed, so grab it all. There will also be a Spinel if you destroyed the red barrel, and a large pile of money where the enemy's corpse is sitting. Grab all that stuff as well as the False Eye, then examine

the new hole in the shed to exit. Run up the hill and go through the double doors again to leave.

GONDOLA

Save at the typewriter, then head back to the gondola and hop on it. Continue to the large double doors near the bridge, then use the Village Chief's eye to open the gate.

DRAWBRIDGE

Grab the ammo to your right, then head up the road. A truck will approach, and you need to pick off the driver before it gets close to you. Immediately run up the hill after that, then turn around and fight off the horde of villagers. Grab all of their items and proceed up the hill. There's

rights 00), and sell the Velvet Blue you just picked up outside. Sell your standard Handgun and the Punisher now, too, as well as your shotgun. Buy the Blacktail and the Riot Gun. I also suggest you purchase the next size of Attaché Case. The semi-automatic rifle and its scope are also a good idea right now, so grab both of them as well. Definitely make sure you purchase every upgrade for the Riot Gun, Blacktail and the semi-automatic rifle. Once you're done with the merchant, save with the typewriter, then exit the door at the top of the stairs.

CASTLE - FRONT GATE

Grab the rifle ammo from the crate you encounter around the first corner, then use your new rifle to kill both of



an alcove on the left side of the road with two barrels. Break them both and take the items (including a Velvet Blue), then go all the way to the end of the road.

CHAPTER 3-1

CASTLE ENTRANCE

Explore the area and destroy the barrels/crates, taking all of the items from them. Don't miss the treasure box full of money, either. Open your menu and choose the Combine option on each of the three catseye gems with the beer stein. Head for the merchant and choose the Sell option. Sell any Spinel you have, sell the ruby you got from the chainsaw lady, sell the fully-upgraded beer stein (for a whopping 20,000 pesetas)

the guys on the ledge in front of you. Run up the stairs, and a scene will eventually stop you from going any farther. The first two shots will miss you as long as you stand still, so wait for that to happen, then sprint to the left and down the next set of stairs. Raid the barrels in the cannon's room for some items, then head back up the stairs and take a left. Stop under the bridge and look up to snipe a barrel near that catapult. Continue up the stairs, turning to the right when you get to the small crevice in the castle wall. Use that hole to snipe the next red barrel by another catapult, then step up to the top of the area. Use your scope to see across to the small shed with a door and a window. Snipe the guy in there, then make a mad dash

for the entrance. Look out the large window to snipe another red barrel by a third catapult, then leave Ashley in this room. Exit the room and sprint across the small bridge to the tower on the other side. Use the window in the tower to snipe the castle dweller that's manning the fourth (and final) catapult. There's a crank on the wall by the circular hole in the ground outside the tower you're in, so use the crank to raise the cannon, then fire it. Run back to the shack where Ashley is waiting and check the left side of it for a Gold Bangle in a treasure chest. Take the herb and other items from the shack, then have Ashley follow you through the newly destroyed castle gate. Nothing much new with the merchant, so just head through the next door unless you're using the Riot Gun and want to upgrade it.

CASTLE - FOYER

Take the ammo off of the table, then take the Platinum Sword off of the wall. Head up the stairs just far enough to get the three dudes to notice you, then go back down. Use your Blacktail to kill them, then run up the stairs. Raid the shelves, table and

blasting them all. Enter the door and take a right when you're ready. Kill the solitary guy inside the next door, then raid the room. Take a look out the window for a guy on the ledge above. He's got a flaming crossbow, so take him down before he tags you. Run out and to the next door. Grab all of the items here, opening the treasure chest last. A large group of castle guys will rush in through the door, so make sure your shotgun is still ready. Once you've killed them all and taken their items, head all the way back to the beginning of this area and unlock the gate with your new key.

CASTLE - PRISON

Run to the stairs to start a little scene. Smash all of the pots in the area to collect some items, shoot a shiny spot high on the archway to get a green gem, then use the typewriter to save your game. Open the door to the right of the typewriter. Head down it along the right side, picking up the ammo from the chair and moving the painting to find some money. Continue through the smaller hallway, destroy the barrels for some items, and read the note on the wall. Examine the

back when it does so, then walk away from the area.

Keep using the bells to distract the enemy; he will destroy them if he gets too close. If that happens, just keep quietly walking around the area and hitting his parasite when you get the chance. Once he's down, take his money and flip the switch in his cell. Go collect Ashley and take a left to where the horse things were. You'll have to stop several more castle dwellers, but you will eventually come to another set of red doors. Take the ammo from the middle of the room, then get your shotgun ready and enter the next area.

CASTLE - REFLECTING POOLS

Prepare for thousands of cult guys. Start blasting them as soon as you enter the room. Try to keep your shotgun shells for the shielded ones, and switch to the Blacktail for the others. Collect as many items from around the room as possible. A second wave will arrive after you kill most of the first group, so deal with them too. Head down the stairs, and several more guys will attack. Deal with all of them, smash the pots in the area, then enter the small room through the door down here. Grab both items, then leave Ashley on one of the two yellow platforms. Run Leon to the second one, then immediately order Ashley to follow you again. Quickly exit this area and make it back to the main upper part of the room, where it's more open to finish off the rest of the cult guys.

Use the thing that raised in the middle of the room to drop the stairs, then head up. Enter both small rooms for some items, then break the two pots near the water for some shotgun and rifle shells. Approach either of the two murals and use the piggyback option to send Ashley up.

She'll crank the two wheels for you, but you have to defend her. More importantly, you have to defend yourself. Keep your shotgun ready and blast the guys that attack Leon. When Ashley screams, it means a guy is trying to steal her. If he makes it to a door, you lose. Use your rifle to pick their feet off as they try to run, which kills them instantly.

Ashley doesn't take damage from being picked up, so your priority should always be Leon. Only turn to defend Ashley if she's screaming or if you're totally sure there aren't any guys

ASHLEY DOESN'T TAKE DAMAGE FROM BEING PICKED UP, SO KEEP YOUR FOCUS ON LEON

cabinet for items, and take the golden sword from the wall. Tons of cult guys are going to come up the stairs, so be prepared to deal with them. Once they're all dead, sweep the room one more time to make sure you didn't miss any items, then make sure the red cult guy is dead in the lower area. Stick the gold sword back on the lower wall and stick the Platinum sword in the upper wall. Head through the door that opens to continue.

CASTLE - MAIN GATE

Go around the next corner and deal with the clueless guy there, then head forward and open the next door. When you shoot the visible guy, several more will approach, so don't look away. Have your shotgun ready and start

painting in the next area to get the prison key, then head all the way back to the door right before the typewriter.

Turn right and unlock the prison door. Leave Ashley at the top of the stairs, then head down. Shoot the shotgun ammo off of the rafters and collect it, then pick up the green herb from the ground near the bell on the left of the cell. Approach the cell and kick down the gate to launch a cutscene. There's a reason they showed you a close-up of this creature's eyes: it's blind, so if you walk around quietly, it won't be able to do much to you. As soon as you open the gate, run to one of the bells, do a quick 180-degree turn, and shoot the other bell. The enemy will turn towards it and prepare to attack it. Shoot the parasite on its



anywhere near Leon. Once both cranks are turned, run to the edge and catch Ashley, then jump over the platforms and head through the large doors.

CASTLE - BALCONY AREA

There's a box of handgun ammo on a shelf on the left, a grenade in the treasure box on the right, several pots to destroy, and two Spinel; one on the buckeye of the first upside-down statue and one in the cabinet on the same side of the room as the treasure chest. Grab all that stuff, then talk to the well-stocked merchant on the left.

Sell any Spinel you have, any Velvet Blue you have, and the gold bangle you found a few rooms back. Upgrade both parts of your semi-automatic rifle and both parts of your Riot Gun, then use the typewriter to save. Head down the central hallway to complete this section of Chapter Three. (Note: the door near the merchant leads to the shooting range area.) Grab the file from the desk to read about the game, and complete it to earn six bottle caps. You'll be rewarded with 15,000 pesetas if you earn all six caps.

CHAPTER 3-2

CASTLE - SEWER

Turn around and take the door on your left to enter the sewer area. Take the items from the barrels on the right, then head down the hallway. You're about to meet the things you heard about in your last radio conversation,

so have your rifle ready. When you turn right and see a long hallway, use your scope to see down it. You'll notice some odd steam and some dangling goo. Blast the source of that with your rifle, and you'll kill a nasty little bug. Grab the item it dropped and proceed down the hallway. When you get to an area full of water, don't jump in. Use your scope first to see the steam and goo coming out of the middle of the water. There are two more of those bug-like enemies in there, so snipe them both. Jump in the water, take the items and head out the next door.

Open the next door and turn to the right. Two more bugs will attack, so have the shotgun ready. Explore the cells nearby for some items, then continue down the other open hallway. Kill the bug that's stuck in the cell, then enter, grab its item and proceed to the water control room. Drain the water, then raid the room for items, including the Butterfly Lamp and an herb. When you exit the water control room, two more bugs will be waiting for you. Kill them both and take their items, then head back to the main part of the sewer where the cells are. Another bug will come out of one of the jammed cell doors, and another one will come from the drained area to the left. Blast them both, take their items and jump down to the newly drained area.

As soon as you kick the grate down, run forward and turn around. A bug will appear behind you, so blast it, take its item, and search the corner by the

drain for some Velvet Blue. Smash the barrels up the stairs, then open the door to reach the pendulum room. This isn't as hard to get through as it may look. You can see the shadow of each pendulum on the platform as you approach it, so just don't get too close. After one swings in front of you, run past it, then wait for a chance to jump or run between the next ones. Grab the shiny Velvet Blue to the right on the other side, then turn to the left and take the ladder up. Smash the barrels for some items, then open the door.

CASTLE - BALCONY AREA

Take a right and get close to the edge to observe the gathering of cult guys. Ready a flash grenade and toss it into the middle of the pile, then immediately toss two hand grenades down there to wipe out as many of them as you can. All survivors will exit out of the room. If you failed to kill the red guy, you might want to try again, since he has a valuable Illuminados Pendant on him. Raid the lower area for all the items dropped by the grenade victims, then climb the ladder to get back to the balcony. Use the first chandelier to jump across, then turn left and smash some barrels for a few items. Use the second chandelier to get back to the other side, and turn left again to find a treasure chest with an elegant mask in it. Pull the lever at the end of this side of the balcony to raise the gates, then use the typewriter in the middle of the lower area. Climb the stairs and talk to the merchant if necessary (he doesn't have anything new, although the upgrades from the first time you were in this room will still show up as being new), then leave through the door next to him.

CASTLE - GALLERY

Take the red herb from the corner across from you, then head up the stairs. Take the file on the middle table and the handgun ammo on the chair, then open the next door and immediately run to the left. Take cover in the corner, so the crossbow guys can't hit you, then blast the two guys on the lower level with your shotgun. Use the window nearby to snipe the two crossbow guys, then walk around the corner and open the door. Turn to the left and smash the barrels, then kill the guy at the top of the stairs. Open the next door and turn left to grab some rifle ammo off of the table, then work your way around to the other end

of the balcony. When you reach the large steel door, and the red carpet area is below you to the left, snipe the two guards in black robes until they die or run out of your view, then jump down to the red carpet.

Finish off the two guys in black if necessary, then run into the small room and grab the shotgun shells and money. Follow the guy in red around the balcony. You can shoot the guy in red to knock him down, then catch up to him and finish him off. This is the faster and safer route, but there's something fun to see if you let him escape, so I suggest doing that. If you don't have a rifle, just kill him now, since you'll have a hell of a time killing him if you wait to see what happens when he escapes.

When you get to the door, don't run through it. There's a guy on the other side with a shield, so open the door slowly, let him see you, then blast him. Run all the way down and open the door at the bottom of the room. The guy in red will man a machine gun in the middle of the gallery. Retreat back into the room you're in immediately and head for the top door again. Just barely open it and peer down to the middle. You can line up a rifle shot to where you can just barely see the guy in red, and his machine gun bullets won't be able to hit you. Shoot him in the head a few times to down him, then run to the gap in the balcony and jump down.

Grab the gallery key that the machine gunner dropped, then raid the lower area for items hidden inside the pots. Head back up to the balcony and unlock the door in the red carpet area. Shoot the shiny eye of the animal head for a piece of Velvet Blue, then break the pots in the room. Operate the controls for the paintings when you're ready. There are tons of combinations that make this thing work. Choose 1, 2, 3, 4 and OK in that order, or 4, 3, 2, 1 and OK. It doesn't really matter, as long as the paintings are lined up with one death, two deaths, one death and two deaths. Exit the door when it opens.

Turn right and go through the door before the cult guys get the chance to attack you. Blast them as they come through the lower door, then turn to take care of the second wave that comes through the upper door. Grab the yellow herb in the corner of the stairwell, then exit to the top of the area. Chase down the crossbow enemies and deal with any other

survivors. When two dudes pop out with rocket launchers, get behind a wall as quickly as possible. Once you've cleared the area of enemies, drop down to the lower area and break all of the pots for some items, then go back to the upper area and press the red switch by one of the barred doors.

Enter the other door in this area now and press the switch under the pot. Two idiots with rocket launchers will appear outside the door, but luckily, they only take one hit each to kill. Once they're dead, grab the goat ornament from the treasure chest and go through the newly-unbarred door on the upper level. (Make sure you've searched the upper level for items first).

CASTLE - ROOF

Use the typewriter, then follow the hallway to a pot. Smash it for some handgun ammo, then exit through the left door. Look up to the top of the wall across from you and shoot the shiny thing, then shoot any crows you can while making your way to the door.

Open the door, then head around the outside area until you see a fountain on the left. Pick off the crows with your handgun from far away, then grab the loads of items around the fountain. Proceed down the path, destroying the barrels as you go, and enter the next set of double doors.

CASTLE - HEDGE MAZE

Walk along this path until you get to the stairs, then enter the hedge maze through the main gate. Smash the barrels, then carefully move forward

up the left side of the maze. A wolf thing will attack, so blast it twice with the shotgun to kill it. Head behind the stone thing in front of you and get the green herb from the barrel, then open the gate on the right.

Turn right at the next split and follow it to the end to find a Spinel. Head back the way you came, and snipe the wolf in the cage in front of you. Take its item if it drops one, then smash the nearby barrel for another item. Take the second path on the left to find a can of first-aid spray, then take the other path.

When you see the stone bridge, be careful. Another wolf is going to jump out of the bush in front of you, so be ready to blast it with the shotgun. Turn around the corner, then take the first left to find a red gem. Skip the second path on the left for now, and instead, take the path to the right at the end of the maze. Head up the stairs and take the Moonstone chunk from the fountain, then turn around and head back down. Two more wolves will attack you on the way back to the path to the left you just skipped a few seconds ago.

Go down that path, and another wolf will attack you. Continue forward to find a cage with several of them locked in. Toss a grenade in the cage to kill them all, then take their stuff. Head all the way down the path and take the last left. Open the treasure chest at the end for some shotgun shells, then immediately do a 180-degree turn to face the direction you came from. One wolf will come from the path on the right, and then a second one will



jump over the bushes in front of you. Kill them both, then exit that part of the hedges and take a right as soon as you get the chance to cross a bridge.

Take a right at the end of the bridge and grab the second half of the Moonstone on the fountain. Turn around to go back to the bridge, but be prepared to deal with three more wolves at the front of the bridge. Take the little gap to the right of the bridge to find a treasure chest with some ammo, then go get on the bridge again. Jump off of the left side, go through the double gates, climb the stairs on the right, and open the locked door on the left using the (combined) Moonstone pieces.

CHAPTER 3-3

CASTLE - HEDGE MAZE

Raid the various shelves, pots and cabinets in the room for a grenade, some ammo, a Spinel and the mirror. Grab the file off of the table in the room with the merchant, then sell your Spinels, Velvet Blues, mirror with pearls and rubies, and your Illuminados Pendant to the merchant. Buy all available upgrades on the Blacktail and Riot Gun if you'd like, then use the typewriter to save. Open the door near the typewriter when you're ready to continue.

CASTLE - DINING HALL

Raid the place for items, taking everything you find. Head to the small bell in the corner to the right of the barred door and ring it. Use your rifle

to shoot the wine bottle. The bars will go up, but don't go through there quite yet. Instead, go down the hallway nearby, break the pots to get some items, and go through the door there.

CASTLE - ROOF

This is the other side of the locked door you passed a few minutes ago right before entering the hedge maze. Search the place for all items, and be careful with one of the boxes, since it contains a snake. Smash the lock off of the door for later, then head back into the dining hall.

CASTLE - DINING HALL

Run to the door you unbarred a few minutes ago and enter the room. Make sure you have your shotgun ready, and as soon as you get control of Leon, blow the lock off of the nearest door and exit the cage. Kill all of the cult guys around the outside of the cage, then kill the big guy. Collect all items, including the hourglass from the treasure box, the flash grenade from the shelf, and the Magnum ammo from the area behind the bell, which you can reach by going through the middle door in the cage room. Head out the closed door in the cage room to continue.

CASTLE - MURAL ROOM

Turn left and smash the pot for some rifle ammo, then kill all of the cult guys in this area. Jump down to the lower part, collect all the items from the dead guys and the pots, then use the lever. Climb the ladder and walk to the middle of the new bridge. Turn around

immediately after guys show up in front of you and blast the guy trying to attack you from behind, then turn back to the door and blast the rest of them.

Head to the left at the end of the bridge. Take care of the crossbow guy before he hits you, then grab the money from the table. Deal with any cult guys still in the area, then jump down. The center object is loaded with items, and you won't be able to fit all of it in your attaché case. Leave it all sitting here for now. Run up the stairs and break the lock off of the door, then run to the left over the bridge and go through that door. Break both pots in the large hallway, then turn right at the end and talk to the merchant. Sell your Spinels, Velvet Blues and the hourglass, then buy the new larger attaché case. Head back to that pedestal with all the items and take them, including the rocket launcher. Then head back to the door next to the merchant and head through.

CHAPTER 3-4

CASTLE - ASHLEY'S CELL

Run around the room collecting items from the shelves and pots, and don't miss the money behind the painting directly above Ashley. Once you're ready, stand on the little platform across from Ashley and use your rifle to shoot the three strap shackles holding her in. When she's free, kill the three guys that enter the room. She'll try to leave, only to find out that she can't. More guys will enter the room. Deal with the ones that have crossbows first, then take care of the rest of them. Once the guy in red goes down, Ashley will be able to use the key to escape.

CASTLE - BUTLER'S QUARTERS

Turn left to grab a Spinel off of the ground, then continue farther to the left to find a yellow herb on the ground. Use the typewriter, then head down the hall. Ashley doesn't have any weapons to defend herself with, so you either have to run from all encounters or toss the yellow lanterns scattered around the rooms at the enemies. Problem is, it takes three lanterns to kill a cult guy, and there are only three lanterns in each room, so if you miss, you're pretty well screwed.

Run to the right past the first guy, stopping in the middle of the table to grab the green herb. Crawl under



the table in the back-right, then crawl through the hole in the wall to get to the next room. Open the drawer right in front of you for a Spinel, then grab the first lantern a little farther in front of you to toss it at the cult guy. Turn left and run to the corner, then turn to face the cult guy. Wait until he gets up, then toss the lantern at him. Run to the back of the room and crawl under the table there to find a third lantern, but wait until the cult guy is pacing around aimlessly by the fireplace before you throw it to make sure you don't miss.

Crawl out from under the table and open the hutch for some money, then use both of the cranks to open the gates to the hallway. Grab the red herb from the table on the right and go through the door. Turn right to open

This puzzle is pretty easy, but here's the fastest method I've found to complete it if you don't want to do it yourself or if you're having trouble.

Middle left tile to the right
Lower left tile up
Middle bottom tile to the left
Lower right tile left
Middle right tile down
Upper right tile down
Top middle tile to the right
Top left tile to the right
Middle left tile up
Lower left tile up
Middle bottom tile to the left
Lower right tile to the left

Finally, insert the stone tablet you got a few minutes ago to open the

the money to the right, then head down the corridor until you reach the door.

CHAPTER 4-1

CASTLE - ASHLEY'S CELL

Time to collect a few free items. Exit the room through the only open small door, not the large doors down the hallway.

CASTLE - MURAL ROOM

Run down the hallway past the merchant, open the door, cross the bridge and exit through the door on the other side.

CASTLE - DINING HALL

There will be several cult guys near the cage, so deal with them first. Two

YOU MUST REARRANGE THE TILES ON THE CENTER PEDESTAL SO THEY MATCH THE PICTURE ON THE DOOR IN ORDER TO CONTINUE

a drawer for some Velvet Blue, then continue to the back-right corner for another Spinel. Grab the ammo from the cabinet on the right of the lower level and the butler's memo from the table on the left. Head back out the door and take the hallway to the next door.

CASTLE - ARMOR STORAGE

Take the green herb from the table in the back of the room, then crawl under the table near the door. Press the red switch on the far wall, then grab the stone tablet from the fireplace. Press the next switch to raise the gate on the right of the fireplace, then push the bookshelf to find a third switch. Press it and head for the back door, grabbing the money and Velvet Blue on each side of the door. Continue down the dark hallway and grab the Spinel from the corner along the way. Eventually, you'll find yourself in a room with some old armor and a pedestal in the middle. If you examine the door in this area, you'll note that it has a picture on it. You must rearrange the tiles on that center pedestal to form the picture on that door in order to continue.

sealed door. Head through it, grab the gold bangle from the treasure box and the Spinel from the cabinet, then grab the Salazar family insignia from the middle of the wall. The wall will rotate to reveal a treasure box. Take the serpent ornament from it and immediately turn around. Four suits of armor will rush through the door. Get on the right side of the table and wait for them to work their way around, then quickly sprint around the right side and out the door to avoid them. Run through the hallways back the way you came, and be prepared to press the buttons displayed on the screen to dodge the attacking armor. Break through the next door and enter the place with all the old furniture and bars. Press the first switch to drop the bars, sealing the attacking armor in the back. One more suit will attack you as you approach the exit, so be ready to dodge it. Exit through the door.

CASTLE - BUTLER'S QUARTERS

Turn right and enter the door at the turn in the hallway. Run down to the thing in the middle of the room and use the Salazar family insignia to open a path to a ladder. Climb the ladder, grab

more are waiting in the main part of the dining room, and a third is by the door leading to the roof. Take care of all three of them, then exit the door near the bell that leads to the roof area.

CASTLE - ROOF

The storage room has two of those invisible bug things in it, so be prepared to blast them with your shotgun. Open the door on the other side of the room, take a right and head through the next area. When you get outside, take another right and head for the door by the fountain. Examine the door if you didn't do so earlier, then examine the area to the left of it for the piggyback option to appear. Have Ashley unlock the door, then enter that room. Open all four treasure chests in there for a Broken Butterfly, elegant perfume bottle, gold bangle and a red herb. Backtrack the way you came through the storage room and re-enter the dining hall.

CASTLE - DINING HALL

There shouldn't be anything new here for you to deal with. Take a right and go through the door at the end of the cage room.



CASTLE - MURAL ROOM

Cross the bridge, go through the door and follow the hallway to the merchant. Don't bother saving unless you're extra paranoid, since there will be another typewriter closer to your next destination anyway.

CASTLE - ASHLEY'S CELL

Take a left and go down the short hallway to enter the double doors.

CASTLE - TRANSPORT ROOM 1

Grab the ammo from the right, then smash the pots on the left. Use the typewriter, then have Leon board the thing on the upper level. Go through the doors on the other side.

CASTLE - HALL OF FIRE

Walk towards the stairs to cause a guy to get in one of the dragon tanks. Pick him off with your rifle before he gets to use that thing, then run down the stairs. Grab the money from the treasure chest, then jump into the rotating circle cage. Snipe two guys on the walkway on the other side, then jump through the next gap. Run all the way to the far side of the area on the left, and stay behind the wall so you don't catch flames. Turn around and watch to your right for the next dragon tank to approach. When it gets close to you, run back to the metal cage, then snipe the dragon tank's operator. Now stand where you are and slaughter the hoard of cult guys coming out of the tower until they stop coming. Grab the Illuminados pendant from the treasure chest. Run to one of the far corners

by the last dragon tank, and right before it fires at you, run across to the other corner. Snipe the driver, grab the lion ornament from the treasure chest, and go back to Ashley.

CASTLE - TRANSPORT ROOM 1

Use the typewriter, then go down and ride the little cart down the stairs. When you reach the other side of the track, smash the pots for some items, then exit the room.

CASTLE - PRISON

You've been here before, but this time, you can use your three ornament items to open a passage through the wall. Head up the stairs on the right side to find a painting with some money behind it and a pot, then go back down the stairs and go through the next set of doors.

CASTLE - TRANSPORT ROOM 2

Jump over the gates on each side of the room to reach some pots with items in them. Get on the cart after that. Smash the pots on the other side when you get out, and open the painting on the left to find some money. Go through the door to continue.

CASTLE - CORRIDOR

Turn to the right and enter the door right next to the one you just came from to see the merchant. Grab the money and ammo from the room, then use the typewriter.

Sell all of your Spinel, Velvet Blues, the gold bangle, the Illuminados pendant and the elegant perfume bottle. Combine the elegant mask with

the red, green and purple gems, then sell it. Upgrade the Semi-Automatic Rifle with every upgrade available, and upgrade the Broken Butterfly if you want. The door near the merchant leads to the shooting range area. You'll need to win three times in each game style to win your six bottle caps this time. You'll be given 25,000 pesetas for your trouble. Exit the merchant area and take a right. Grab the yellow herb and file from the table as well as the Spinel from the corner, then head through the door.

CASTLE - KING'S GRAIL

Head down the hall and take the ammo from the statue. You'll have to dodge two attacking suits of armor through the next hall, so be on your toes. Take a right at the end of that hall. Take the green herb from the ground to your right, then take the ammo from the wall in the back, and finally, take the grail from the middle of the room. Use your shotgun to blow the helmets off of the enemies that attack you, then shoot the parasites. Grenades make this fight quite easy, and you should also note that flash grenades will kill parasites instantly. Grab anything they dropped after the fight, then head back to the corridor.

CASTLE - CORRIDOR

Run across the room to the door at the other end of the Corridor, just a little past the merchant's area and the door you first entered the area from.

CASTLE - QUEEN'S GRAIL

Have Ashley wait on one of the four square indentations on the floor, then push the two statues onto two of the other squares. Stand on the fourth one to open the door. When the ceiling starts to fall, use your handgun to shoot the four red spots to stop it. Grab the handgun ammo from the corner, then head through the door. Run to the end of the path and try to go out the next door. Something big will come through the wall. Use your rifle to pick off both drivers, then get Ashley and Leon out of the way. The thing will stop at the door, so don't worry about missing any items on that side of the room. Raid the room for barrels, boxes and cabinets to find ammo, a piece of Velvet Blue, a Spinel, money and the elegant chessboard. Grab the Queen's Grail from the treasure chest, then break the lock and go through the door.

Take the door on the right to get back to the corridor.

CASTLE - CORRIDOR

Take a left and grab the flash grenade from the chair, then work your way to the open part of the hallway. Kill the two un-helmeted guys with your rifle before you approach the main part of the room, then use your shotgun to deal with the other four guys. Shoot the four shiny spots on the statues to get two Spinel, a Velvet Blue and a purple gem. Approach the two statues next to the door and insert the grails.

CASTLE - HIVE

The pot on the left side of the right set has a snake in it, so be careful. Break all four pots, take their items, then take the money out of both cabinets on the left side of the hallway. Grab the ammo from the pot on the cabinet on the right at the end, then jump out the window. Turn right to get a red herb from the ground, then turn around and climb the ladder. Grab the butterfly lamp from the chest, then jump down through the hole to the left. Catch Ashley, then try to walk under the hive. Defend against the insects with your shotgun, collect everything they drop, then run to the lever on the wall and pull it. Shoot the metal things where the chains attach to the wall, then head over the bridge to the doors.

Don't go through quite yet, though. Instead, shoot the bright section of the hive until it falls (it takes 32 fully upgraded Blacktail bullets). Collect the hoard of items it dropped, then go

through the doors on the other side of the bridge.

CASTLE - CLOCK TOWER ENTRANCE

Grab the ammo from the chair, then talk to the merchant. Sell both of your butterfly lamps after you put one of each colored eye in them, then sell any Spinel and Velvet Blues you have along with the elegant chessboard if you haven't sold it already. Get the upgrades for the Blacktail, Riot Gun and Broken Butterfly (skip the Broken Butterfly if you don't have enough money), then use the typewriter. Exit the door at the end of the hallway.

Smash the barrels and shoot the torch for some items, then cross the bridge. Continue running when the catapults start firing. Head up the stairs on the left side of the tower, slaughter the idiot guys up there, then search the area for items. Pick off the catapult operators with the rifle, then enter the tower through the upper door.

CLOCK TOWER

Three boards are jamming the gears in the clock tower. When you enter the tower, don't move. Use your handgun to shoot two of the boards right away, one a little bit above you and a second one way up top. Climb the ladder right in front of you. Head to both ends of this level to find some money and some handgun ammo, then find the next ladder and head up. Run across this area until you come to a table with the ritual preparation file and a green

herb on it. Glance to the right of the lever to find the third board, shoot it, and pull the lever. Make your way back down the tower; there will be cult guys in it now. Watch out for the crossbows and make your way all the way to the very bottom. Open the boxes down there, then exit through the newly open gate. If you cause a Plaga to come out of a guy's head, be alert: this new type spits acid, and they also crawl out of the host after they die, meaning you'll have to shoot them off of the host, then shoot them again once they're by themselves.

CLOCK TOWER EXIT

Kill the first group of shielded guys before you get on the bridge. When you get on the bridge, more guys will attack from both directions. I suggest tossing a grenade at the ones in front of you, then turning around and hitting the second set with shotgun shells. Keep turning around to make sure all of them stay off of you, and when they're all dead, kill the leader by the gate and take his gold bangle. Enter the gate.

GARRADOR CORRIDOR

If you've still got that rocket launcher (which you should), now's a good time to use it. Aim for a spot behind and between the two Garradors; if you're lucky, the blast will kill them both. If not, it'll only take one more hit in the back to kill them. Either way, clear out the room. There's an herb on the right of the door you entered the area from, and there are items in the pots. Look for a Spinel in each of the statues on the approach to the next set of doors. Head through the doors once you've collected everything.

SPIKED PIT

Search the dead guys for items, including grenades, ammo, Velvet Blue, a crown and a yellow herb. Grab the grenade off of the table next to the typewriter, then talk to the merchant. No new upgrades are available, but sell any Spinel and Velvet Blues, but not the crown. Sell your Riot Gun too, and replace it with the Striker. Make room in your inventory and do yourself a huge favor; buy another rocket launcher if you don't have one. You'll want it in a little while. Use the typewriter when you're done shopping, then climb the ladder next to it. Take a left and follow the drainage area. There's a piece of Velvet Blue in the first drain on the left,



some ammo on the right, and a Spinel in the last drain on the left. Open the door at the end to continue.

CONTROL TUNNEL

Don't bother stopping at either of the two side paths down this tunnel. Just run all the way to the end and head through the door. Be alert, though: an enemy will try to smack you as you run, so be prepared to press the buttons on the screen to avoid taking damage. When you get in the door, take a left and grab the shotgun shells, then take a right, then another right to find a control panel. Flip the lever, then turn around and grab the green herb. Make your way back to the door you entered the room through and attempt to open it. The enemy will approach



you, but all you can do is dodge its attacks for now.

Dodge its first attack, then run around it and take a right. Examine the red tube of liquid nitrogen to knock it over when the enemy is close. This will freeze the enemy. If you took our advice earlier and got another rocket, this will be easy. Simply run to the far wall, aim the rocket at the frozen enemy, and destroy it in a single blast. If you were a damn idiot and didn't get another rocket, you'll have to blast away at it with shotgun shells for a while (or Blacktail rapid-fire, which you can do by holding down the fire button while aiming). Once it regains mobility, run out the shuttered door and make your way to the next nitrogen tank on the right.

When the enemy approaches, knock the tank over and blast it while it's frozen. Repeat this process using the third nitrogen tank in the room to the right (which also contains TMP ammo), and using the fourth one in the last room down the tunnel if necessary. Take the ammo and first-aid spray from the elevator room, and don't forget to take the crown jewel

from the enemy's dead body. Board the elevator when you're ready.

CHAPTER 4-2

MINE ENTRANCE

Grab the green herb across from the elevator, then destroy the three barrels to the right of the merchant for three items. Grab the ammo and Luis' second memo from the tables near the typewriter, then save. Exit the door to the main part of the mine. (Note: The other door next to the merchant leads to another shooting range.) You'll need to play the "C" type game to win the next six bottle caps. If you manage to win them all, you'll be given 35,000 pesetas.

FURNACE

Grab the flash grenade, first-aid spray and shotgun shells from around the room, then try to leave through the second set of double doors. While killing both of these guys might be worth a pretty penny, it'll cost you way too much ammo unless you use a rocket. But if you use a rocket, you're paying more than the second kill is worth, so we suggest only fighting one of them, and using the hole in the middle of the room to take care of the second one.

Start right away by climbing the ladder. Use the rope slide to reach the lever, then pull the lever when one of the guys is standing on the circular part of the floor in the middle of the room. Now just run in circles to avoid

PULL THE LEVER WHEN THE GUY IS STANDING ON THE CIRCULAR PART OF THE FLOOR

MINE

Grab the Velvet Blue, ammo and green herb as you deal with the villagers, then go to the end of the tunnel. Kill the scattered villagers in the main mine area, then raid the place for items. There's a piece of Velvet Blue inside a mine car near the trolley controls, a crate towards the ramp heading to the circuit breaker, and a pile of money behind the circuit breaker. Flip the trolley switch first, then head up to the circuit breaker and flip it. Immediately run back towards the trolley switch. Several angry villagers, one of whom is armed with a chainsaw, will attack you. Run into the caged area to the left of the trolley switch to defend yourself, since all enemies will be forced to come in the only entrance. Shotgun them, then use your rifle to aim head shots on the chainsaw guy while he's down. He drops a pile of money when he dies. Flip the trolley lever again, then grab the dynamite from it. Examine the boulder to the right of the trolley switch, place the dynamite in it and runaway. Head for the double doors after the rock is removed, smashing the barrels on the left along the way.

the second one while the hole in the floor closes. Once it's closed, use the classic flash grenade trick to get rid of the second one. Use Magnum bullets to do fast damage if you don't have any flash grenades available. Just keep running around or between his legs, firing when you get the chance. Grab the money it drops when it's dead, then head through where the gate was to smash some barrels for a grenade and some shotgun shells. Open the next set of double doors to move on.

LOWER HIVE

Grab the green herb in the light on the left once you enter the main cavern area, then turn to deal with the flying enemies. Once they're taken care of, head up the path on the right, grabbing the flash grenade along the way. Grab the ammo on the ground at the next intersection, then take the path to the right and enter the cave on the left-hand side. Grab the green herb from the left corner of the cave, then press the switch. A large group of insects is going to attack you, so stay where you are and shotgun them all. Gather their items and exit the cave

when they stop coming. Take a right and head up the ramp, grab the red herb on the left side of the blocked door, then head across the cavern where more bugs can be seen flying.

Blast the flying enemies, grab the ammo on the right side of the cave entrance, then go inside. There's another green herb on the left, so take it, then press the switch. Prepare to defend against another flood of flying insects, then run to the newly opened door, dealing with the enemies if you want. Run through this tunnel, being careful not to get smashed while you do so. After you jump down the second time, pull the lever on the left, then head up the hill. Grab the royal insignia from the pedestal, then examine it again to ride up.



CHAPTER 4-3

CATHEDRAL COURTYARD

Smash the barrels to the left of the merchant's place for some items, then take the letter from Ada off of the right side of the merchant's place. Combine your crown, royal insignia and crown jewel, then sell the crown along with the gold bangle and any Velvet Blue or Spinel. Upgrade your Striker as much as you can, and upgrade the Blacktail and semi-automatic rifle, too. You can upgrade the Broken Butterfly if you want, but it's quite expensive, and there aren't too many uses for it.

Head out of the merchant's place and continue down the path after you use the typewriter. Pick off the first two guys in the ruined courtyard area, then raid the place for Velvet Blue and money. Toss a grenade at the gathering of villagers by the fire if you have one, or just hose them with the Striker if you don't. There's more money and Velvet Blue in the structure on the right, as well as a barrel on the upper part. Head behind the other structure to find a flash grenade, then jump through the window in the back. Smash the crate for an item, then turn the crank and jump down the hole.

UNDERGROUND RUINS

Break a crate on the left near the entrance and one crate on the right near the main room for some items, then use your rifle to pick off the villagers roaming around in the main area. Watch out for bear traps as you move through the area, and make your way to the stairs leading down near the entrance of the room. Open

the tomb for the Staff of Royalty, then head back to the main area.

Keep watching for bear traps. There are two pieces of Velvet Blue on the ground, and there's a red herb on the left of the large metal door. Enter the wooden door on the side of the structure and have the Striker ready. There are two chainsaw guys in there waiting for you, one on each level. To make matters worse, a flood of villagers will rush the structure once you enter it.

Step inside, knock the first chainsaw guy down, then watch the stairs for the second one. Make sure they're both knocked down, then run up the stairs and defend in the corner by the barrel (which contains a yellow herb). Keep your eyes on the stairs, but don't forget about the windows; villagers will pour in from a ladder there. Once you've killed everyone, take their items and take the key to the mine off of the pedestal in the upper area of that structure, then head through the giant metal door that was locked before. (Note: If you have a rifle, it's easier to snipe the upper chainsaw from outside the structure before entering it.)

Head down the hallway and smash the box on the left, then open the door at the end. When you enter the next room, the ceiling is going to start falling. There are also two parasites on the ground, so you'll have to move fast. Kill both parasites, then shoot the four shiny spots in the ceiling. Collect the handgun ammo from the corner and the money from the tomb, then go through the door and head down

the spiral. Smash the barrels for some more items, then open the door.

MINECAR TRACKS

Smash the barrels on the right, then grab the green herb from the left. Board the mine cart train when you're ready, shooting the terminal on the left to make it start moving. Get in the rear cart as fast as possible, and be prepared to blast villagers as they attempt to board your carts. The cars will go down the tracks, and villagers will jump down every minute or so. Blast them as they do, and try to pick up as much of what they drop as you can, since you won't be able to recover it once the cars stop. Be ready to press the buttons displayed on the screen to dodge various obstacles. At the end of the track, open the door and grab the Stone of Sacrifice from the pedestal. Head through the new passage and climb the ladder.

CATHEDRAL COURTYARD

Approach the large metal door by the fire and use the Stone of Sacrifice on it, then activate the elevator.

CHAPTER 4-4

CATHEDRAL

Take the ammo from the table on the right near the typewriter, then continue down the hall. Smash the pots on the right for some more items, then go down the stairs and take a left. Several cult guys will appear, so be prepared. You can pick four of them off with your rifle from where you're standing, but watch out for the one that will approach from the stairs you just came down.

Climb the ladder in the area beside the statue. Kill the guy up there and take the items from the pots, then climb on the moving hand of the statue. Turn around and get off on the next level above you, blasting the cult guys when you do. Take all of the items from up here, then pull the lever on the wall. Go to the ledge near the statue and look for a lever on its back. Shoot that lever to alter the motion of the hands, then jump onto the closest hand.

Wait until both hands go as high as they can and meet in the middle, then jump to the second hand. Grab all of the items from up here, and don't miss the pot on the ledge behind the big statue. When ready, get back on the closest hand and get off on the floor below you. Grab any items from

RITUAL TOWER

Don't set the controller down during the scene, since you'll need to dodge an attack from the bodyguard by pressing the buttons shown on the screen. When you have control of Leon again, take a left and grab the ammo, then continue to the far back-left area to find a yellow herb inside a treasure chest. Start running up the spiral after that. Eventually, barrels will start coming down the spiral at you. Two handgun bullets or a shotgun shell will destroy them, or you can just duck in the small indentions to dodge them. Kill the guys operating the barrel lever when you make it to the top, then immediately turn and snipe the guy to the left up high. He throws dynamite at you from there, and it's quite unpleasant.

move if there are too many of them on it at once. Let the shotgun shells fly, and make sure you also take care of the two archers around the outside of the lift. Exit the lift when it stops.

Collect the items from the upper area as you work your way around the outside, making sure you don't miss the red herb and gold bangle. Ride the lift to the top of the tower, then collect the pile of items by the typewriter and visit the merchant. Sell your Spinel, Velvet Blues, gold bangle and Staff of Royalty to the merchant, and purchase the upgrades for the semi-automatic rifle if you haven't already. Save at the typewriter, then enter the door.

SALZAR'S DEN

When the battle starts, run to the right and stay on that side of the upper area for the entire battle. Fire some shotgun shells at the tentacle on that side to make it retract, then use your rifle to hit the yellowish eye in the central tentacle. You'll see Salazar's shell open, so shoot him in the head a few times before the shell closes again. If you have a rocket launcher, you can finish him in a single shot. If not, stun the tentacle again, then shoot the center eye some more. Keep hitting Salazar when the shell opens, but be careful: as the battle moves on, he'll start having the central tentacle do an instant-kill move. If you're far enough to the right on the platform, that attack won't be able to hit you. But if you're a little too far to the left, you'll have to start the battle over again. After the battle, raid the upper area you're on for a green herb and some ammo, then jump down to the lower area. Destroy four pairs of barrels for some more items, then climb the center ladder, grab the money and exit.

RITUAL TOWER EXIT

Smash the barrels for some items, then use the rope in the back to repel down the cliff. Destroy some more boxes at the bottom (one of which has a snake in it), then operate the elevator.

RITUAL TOWER DOCK

Collect all of the items scattered around the merchant, then buy the upgrades for the Striker and Blacktail if you'd like. (Note: that the "Exclusive" upgrade will now be available for the Blacktail if you've already gotten all of the other upgrades. The exclusive upgrade costs a fortune, though, so



here, but watch out for the guy in red, since he will climb the ladder to get you. Once you have everything from that floor, drop down the ladder to the area behind the bars. Flip the last switch, and have your shotgun ready to blast at least four more guys that materialize out of nowhere. Once they're dead, head out of the cathedral over the platforms in the water that you just raised.

An interesting surprise awaits you. Be prepared to rapidly press several buttons at once to dodge pillars. Blast the lock and exit the door at the end, then continue jamming buttons. Be ready to press the buttons displayed on the screen at the end of the open area, then again to climb. Open the doors in front of you.

Continue up the ramp to find a green herb, then go deal with the horde coming up from below. Some will take the ramp, others will take the ladder near the barrel lever. While using the barrels might seem like a good way to deal with the ones coming up the ramp, you have to keep two things in mind: first, guys can easily surprise you up the ladder while you're busy with the lever, and second, it's quite easy to accidentally hit yourself with a barrel. Either way, eliminate them all, grab their items and drop down below to kill the leader if you want. Check behind the lift area for some items, then get on the lift. Push both crates off of it, then press the button to make it go up. Hordes of cult guys will drop in from above, and the elevator won't

you may or may not opt for it.) Open the door when you're ready to continue to chapter five.

CHAPTER 5-1

ISLAND CLIFFS - LOWER

Head down the path and jump down when you're given the option, then continue on the left path until you get to some rocks. Climb them, then grab the items from the boxes on top, one of which is an emerald. Head back to the wooden bridge, cross it, then turn right and jump over the next gap. Four guys will attack you, so have the Striker ready. Once they're dealt with, try to go around the wall on the left side. A dude with a really big machine gun will jump down, so immediately get behind the wall on the right and wait for him

continue down the path. When you get to the cave entrance, be prepared to press the buttons displayed on the screen to dodge an attack by some guys. Smash the barrels inside the cave, then head into the second section of the cave. There are two guys in there, so take care of them, then grab the shotgun shells from the back. Climb the ladder when you're ready to continue.

ISLAND CLIFFS - UPPER

Take the emerald from the top of the crate nearby, then take a left out of the exit. Kill the guard, take the item behind him, then turn around and jump across the gap to the other side. Jump through the window on the right and have your Striker ready. There are several guards in this room armed with shock sticks, and they hurt quite badly

of the hill, but be careful not to hit the wagon with barrels in it. Step out of the way, then shoot the wagon. Examine the cliff walls where it blows up to find some stuff, then press the red button on the right side of the next door. Turn right and head down the hallway.

Sell your Spinel and emeralds to the merchant. You'll note that he's now offering the Killer 7 for sale. Whether you buy it or not is entirely up to you. It's not necessary to completing the game. You have so little Magnum ammo throughout the game that it's not really worth wasting money on it, especially if you still have the free Broken Butterfly that you got earlier. Purchase the new upgrades for the Striker, then save your game at the typewriter. Use your rifle to pick off the guy on the ledge on the right side of the path when you continue, then deal

THERE IS SUCH A SCARCITY OF MAGNUM AMMO IN THE GAME THAT YOU'RE BETTER OFF STICKING WITH THE FREE BROKEN BUTTERFLY

to stop firing. When he does, peek through the gap in the wall and shoot him in the head with rifle shots until he dies.

Approaching his corpse causes a large group of guys to attack from the tower and the right side of the area. Stand back and blast them all, and be especially careful of ones that have projectile weapons. When you think they've stopped coming, walk forward to collect any items, but stay alert, since a second group usually comes after that. There's a green herb in the bottom of that structure where the machine gun guy jumped out, so grab it. Head for the door you saw in the scene a few minutes ago and activate it to cause a laser to emit. Look on the tops of the structures around here for two mirrors. Climb the one in the corner and aim the mirror at the other mirror to the right, then climb the other structure, grab the ammo from the top, and rotate the mirror to point the laser at the little yellow spot on the right side of the door.

Go through the open door. Grab the ammo behind the sandbags, then

if you're careless enough to let them hit you. Once you've killed the guards, explore the cave area for ammo, a red herb and the Golden Lynx (you'll have to shoot a red barrel and climb a ledge for that). Exit the cave and turn right. Don't step out from behind the small section of wall, since there are several archers, a bazooka guy and a dynamite thrower around the corner.

Pick off the archers first, then the bazooka guy, and then the dynamite guy. Take care of any loose ends, then head up the cave on the left side of the road. There will be a guy waiting in there, so blast him with your shotgun. That causes several more to come in from the bottom of the cliff, and there are also several waiting at the top. Deal with the upper guys first, then run into the cave behind them.

Grab the items from the cave, then turn around to deal with the incoming enemies. Take their items and head back down the cliff. There'll be another guy at the bottom, and a new dynamite thrower will have appeared up high. Just ignore him and run to the top of the hill. Take care of the last guy at the top

with the other guys. Open the door at the end of the path when you're done.

BASE - ENTRANCE

Grab the money from the locker in front of you, then head down the hall. Grab the incendiary grenade from the dumpster on the right, then continue down the hallway until you come to the door. When you enter it, be prepared to blast a guy hiding on the left side, since he'll jump out at you. Enter the area where he jumped from to find a green herb and some shotgun shells, then continue down the hallway. Enter the kitchen for another little surprise, grab the grenade from the sink, then continue to the next room.

BASE - SURVEILLANCE ROOM

Take care of the big guy up top first, then use your rifle to snipe the two guys in the lower level. Go down to the lower level after that, but be prepared to take out two more guys that come down the stairs after you. Grab the Red Stone of Faith from the case in the corner, then enter the smaller room in the back for a yellow herb and

some money. Go back up the stairs and head through the door on your left. Grab the ammo in front of you, then walk further into the room to start a scene. Grab the money from the locker in the corner once the scene is done and head out the next door.

BASE - GARAGE AREA

Take the shotgun shells from the filing cabinet on the left, then take a right and go into the merchant's area. Take the shotgun shells from the box on the left and the rifle ammo from the glass case, then talk to the merchant. He's offering a tactical vest now. It's expensive, and if you're anything like us, you're not taking much damage anyway. We went without the vest and spent the money upgrading the Striker instead. If you have enough to max it out, the Exclusive upgrade will become available, which gives you a one hundred shell capacity. The other door next to the merchant leads to another shooting range. You'll need to play the "D" type game to win the next six bottle caps. If you manage to win them all, you'll be given 50000 pesetas.

Move towards the open area with the garage door in it. When you step out in view of the door, it will open and several guys will appear. Try to knock as many as possible over, especially since they'll be chucking dynamite at you whenever they get the chance. Once you get the chance, enter the area they're in and deal with any stragglers. Take the red herb and ammo from that area, then go open the drawer in the second set of filing cabinets to find an emerald. Go through the door inside the garage area to continue.

BASE - CRYOGENIC LAB ACCESS

Enter the little room on the left to find a typewriter and some items, one of which is a brass pocket watch. Exit back into the main hallway and take a right when you get the chance. Head left down the dead-end hallway to find an emerald in a case, then take the ammo from the red box on the wall in the left hallway. Both doors in this area are sealed, so go through the gate and take the left hallway. Grab the incendiary grenade from the red cabinet on the wall, then go down the hall and exit the door there.

BASE - AUTOPSY LAB

Take a look around if you want.

When ready, examine the security panel with the nine colored triangles on it. Seriously, just about any series of buttons you push will open it, but here's one that works every time: Blue, Yellow, Green, Green, Red, Red, Red. Enter that autopsy area and take Luis' third memo from the desk on the left as well as the ammo from the ground on the right. Take the keycard for the freezer from the dead guy in the back of the room, then get your rifle out. Approach the door you entered the autopsy room from until you hear a crash outside, then back all the way to the back of the autopsy room.

A "Regenerator" enemy will attack. If you read that memo you just picked up, you'll know that you can't kill Regenerators without some sort of

BASE - CRYOGENIC LAB

Grab the green herb from the case in the back-left, then enter the small room next to the door. Alter your keycard with the device on the table to receive the waste disposal card key, then use the controls in there to open the door to the small freezer unit. Take the infrared scope from that freezer, then immediately run to the right side of the entry door, grabbing the rifle ammo there. Turn around and target the Regenerator making its way toward you. Shoot the little red/dark orange spots on it until the thing explodes. Grab its money and exit the Cryogenics Lab.

BASE - CRYOGENIC LAB ACCESS

There will suddenly be two



heat sensor. So blast a leg off of it as it attacks you, then run the hell away back to the door you entered the lab from. Actually, you CAN kill them without the infrared scope, it's just slightly more difficult. Toss a grenade or blast it enough times with a shotgun, and it'll explode just like it does if you hit all of the Plaga spots. It's just much more ammo-efficient to use the infrared scope with the rifle.

BASE - CRYOGENIC LAB ACCESS

Look left around the corners slowly. There's another Regenerator waiting near the central gate area, but you can pick off one of his legs before he sees you if you do it right. Run past him while he's down and enter the cold door.

Regenerators in this hallway. Take care of the one on your right first, then take care of the one on the left. Regenerators tend to drop five thousand pesetas each, so don't forget to kill them and pick up their money. Use your re-written access card to open the door to the garbage area.

BASE - GARBAGE DISPOSAL AREA

Run forward and grab the ammo from the boxes, then open the door to the control area. Grab the hand grenade from the middle of the floor, then take control of the crane with the levers. Use it to pick up the cluster of two guys first, then pick up the other two one at a time. You only get three uses from the crane before the idiots decide crouching in the open isn't

going to help them. So if you don't manage to catch all four, be prepared to deal with the survivors. Grab the green herb and emerald from the dumpsters in the main part of the room, then open the door. Grab the TMP ammo and go up the stairs. Take the shotgun shells from the table, the yellow herb from the counter, and check the lockers in the corner, then open the next door.

BASE - ASHLEY'S CELL

Head down the hallway, stopping only to grab the ammo from the red box on the right wall. Blast the two dudes guarding the cell door, then open the other door nearby to continue.

BASE - X-RAY LAB

Grab the shotgun shells from the ground on the left, then open the next door. Several enemies, including an archer, are waiting in the X-Ray Lab. Take care of them, then raid the place for items. There's some ammo in a cabinet on one side of the room and a grenade on the other. Check the cabinet under the stairs for a box of Magnum ammo, then open the door. Run to the end of the hall and open the door. Grab the green herb from the table, then use the typewriter.

BASE - RESEARCH LAB

Go through the first part and open the door. Immediately turn to the right and use your infrared rifle to pick off the Plagas on the spiky Regenerator that comes in the room. Take the storage room card key that it drops, then grab the rifle ammo on the cart next to you and more rifle ammo from the case on the right in the next area. Jump through the window to the large lab area. The wall with the glass-shelved area has a red and a green herb, and the other wall has two boxes of ammo, one on a shelf and one in a crank door. Grab all of that stuff, then exit the lab.

BASE - RADIO TERMINAL

Use your Blacktail to pick off the six crows on the upper part of the bridge, then break the barrels by the merchant. Not much else to do with him at the moment, unless you didn't have the money to upgrade everything you wanted to earlier. Ride the elevator to the upper area. Enter the radio control room to see a scene, then grab the shotgun shells from the



corner. Go back to the elevator, take the green herb from the end of the walkway, then get back on it. Go back into the lab as soon as you get back to the bottom area.

BASE - RESEARCH LAB

There's nothing new here, creepily enough. Just head to the right and go through the door in the smaller lab area.

BASE - X-RAY LAB

Use the typewriter in the small room on the left if you want, then go enter the main x-ray chamber again. Several guys will gather at the top of the steps, so don't hesitate to start firing shotgun shells when you get in there. Be especially sure you knock the archers down, since they are now quite accurate. Go all the way out of this area to get back to the room with Ashley's cell.

CHAPTER 5-2

BASE - ASHLEY'S CELL

Take the shotgun shells from the thing on your left, then take the paper airplane. Exit the cell and be prepared to blast some guards around the left corner. Exit through the door down the left hallway.

BASE - GARBAGE DISPOSAL AREA

Several more guys are in here, including an archer. Take them all out, then go press the security button to open the door. A few more guys will come in, so either turn around as fast as possible and blast them or run to the other side. Either way, kill them

and make your way to the room with the crane. Approach the side of the garbage dump to continue.

BASE - DUMP

Flip the closest lever, then turn and use your infrared rifle to blast the Regenerator that was in the garbage pile. Exit into the open area and take the rifle ammo, then go to the large red thing and have Ashley help you push it into the water. Before you cross over to the other side, look through the fence wall on the left to see another Regenerator. Shoot one of the Plagas while it's just standing there, then pick off the rest as it moves towards you. Back all the way up to where you started, if necessary. Grab the green herb and rifle ammo, then push the second red crate out of the way and open the next door.

BASE - WRECKING ARENA

Take care of the three guys near the entrance, then pick up the shotgun shells and green herb on your way to the furnace area with the wrecking ball. Enemies will pour into that room as soon as you enter it, so be ready for a long and tedious round of blasting them. Take all of their stuff, then go to the corner area and grab the ammo and red herb on the ground. Use the wrecking ball three times to break the junk away from the door. More guys will enter the room once you do that, so either deal with them or make a run for the door.

BASE - ELEVATOR

Enter the room on the right and

take the grenade on the right and the rifle ammo from the cabinet in the back-left. Go back to the main hallway and pull the lever in front of the gate, but be ready to immediately turn around and run back to the end of the hallway. Snipe the Plagas off of the Regenerator from there. Carefully work your way down the hallway, and when you see the second Regenerator, retreat to the end of the hallway to take out its Plagas. Enter the little conference room on the left side of the hallway to find a green herb and some shotgun shells. Press the switch in the back-right corner to activate the power to the next door.

Go to that door and pull the lever near it. Send Ashley under it, then grab the yellow herb from the end of the hallway. Enter the right door to find a red herb. Purchase any upgrades for the Striker or other weapons if you don't already have them (nothing new is offered here), then save with the typewriter. Exit the merchant's area and have Ashley stand by one of the levers on the sides of the elevator door. Take Leon to the other lever to get the chance to operate the levers. Wait for the lights on the top to flash down to the center and press the X button. If you do it at the right time, you'll be granted access to the elevator.

BASE - BULLDOZER PATH

Grab the shotgun shells, rifle ammo and first-aid spray from the left, then raid the crates on the right. Jump in the back of the bulldozer thing to start the next part of the game. Stand right next to Ashley in the front part of the

truck's bed and blast any guys that try to board the truck. Eventually, another truck will come down the path, so blast the front of it to temporarily stop it. Continue halting the guys as they try to climb. Don't worry when that same truck comes back; it'll get caught on a low piece of metal.

When the bulldozer stops and Ashley points to a lever, jump out of the truck and go up the right ladder. Grab the green herb, then turn right and start blasting your way through the guys. Don't waste any time standing around, or Ashley will get killed before you make it back down. Get into the middle part, blast the guys there, then pull the lever. Run out the other side of the lever area. Several guys are most likely already in the back of the truck or close to it. Pick them off with your rifle. Once the room is secure, board the truck again. Be ready to defend against more guys trying to get on, and keep your ears peeled for the sound of an approaching truck. Make sure you're standing as close to Ashley as possible. When you hear the truck, turn around to face the direction you're driving to shoot its engine. The truck should ram you and flip over, but you will be fine.

Grab the handgun ammo from the left corner, then open the next door. You can pick up a grenade, some shotgun shells and the Green Stone of Judgment in this room. The merchant doesn't have anything new, but you can pick up stuff if you failed to get it earlier. Save at the typewriter and head through the door across from the merchant.

CHAPTER 5-3

BASE - BOILER AREA

Take the money from the left side of the stairs, then take the Our Plan file from the table in the middle of the elevated area. Open the door to see a short scene, then run to the end of the platforms for some shotgun shells. Go down the metal stairs and deal with the two guys there, then take the green herb and head through the door.

Another set of guys is on the lower level of the boiler room, including one archer. Take care of them, then deal with the other two on the top level. Take the shotgun shells and money from that small room, then raid the other small room on the right side of the lower level for money and a flash grenade. Open the last door in the boiler room to continue.

Grab the shotgun shells from the floor and take the lift to the upper level. Another interactive cut-scene is coming. You have a series of about six button presses to dodge during the next scene, and the game tries to trick you into second-guessing when they're going to happen. All you can do is try to stay focused on the buttons instead of the entertaining scene. When it's over, jump down from the current level to find a new door and head through it.

BASE - LASER GRID

You'll have to time the first two runs through the lasers. The other sets will have to be dodged by pressing the appropriate buttons on the screen as they come towards you. Take the emerald from the chair in the next room, then turnaround and knock the elegant headdress off of the upper area. Take the lift behind the chair to continue. Go down the stairs at the end of the tunnel, then check behind them at the bottom for a green herb and an emerald. Go down the other section of tunnel and take Luis' fourth memo from the box to the left of the merchant. Visit the merchant and upgrade any weapons you want. Save your game with the typewriter. There's a red herb and some Magnum ammo in the small room behind the merchant. Go through the doors and prepare for yet another interesting fight.

CHASM

Head up the hill on your left and grab the yellow herb from the cage. Continue to the main area and head





up the hill on the left to start the battle. When you find yourself in the caged areas, don't panic. Press the displayed buttons to dodge attacks when necessary, and if the thing lands without any buttons being displayed, blast it in the face with a shotgun shell to make it retreat. Your goal in each of the three cage sections is to press two red security buttons, which unlocks the red metal doors to the next section. It also causes the section you're in to fall after 30 seconds, so a good plan is to find the red metal door before you press the second switch. That way, you won't have to panic when you start looking for it. (Note: all of the cages require you to open smaller gates inside them by shooting small green lights near each gate.) Repeat the process through the second cage. The third cage is a tad trickier. One of the green lights can only be hit from the back side of the gate, so you'll have to go around, shoot it, then go back to the front to press the button. When you open the last red metal door, jump on the swinging wire to escape. If you need a visual aid for this battle, this is the best I can do for now:

After jumping out of the third crate, take a few steps and you'll encounter the thing again. If you've still got a Magnum with 10 or so bullets, this battle is simple and fast. Just stand where you are and shoot the thing in the face, one bullet at a time, nice and carefully. Every hit stuns it, so there's no need to risk a miss because you're firing too fast. After it takes about six hits from a Magnum, it'll dive underground. Start running

around the area looking for items, but be prepared to press the buttons on your screen to dodge attacks. When it surfaces again, hit it in the face with a few more Magnum shots to finish the battle. It really is quite an easy battle, thanks to that stun effect. If you don't have a Magnum or enough bullets, the shotgun will work just as well, but you'll have to do it from closer range to make it effective. Finish searching the area when it's dead, then open the door near the hanging wire you used to escape the caged crates. Grab the green herb from behind the stairs, then go up the ladder. The button on the nearby lift will take you to the other side of the chasm, but there's no need for that right now.

ISLAND - CAMP

Climb the ladder, then take the shotgun shells from the table and the handgun ammo from the cabinet. Open the door and quietly destroy the barrel for an item, then peek over the edge of the cliff on the left. Snipe the red barrel, then pick off the lone guy on the right that isn't close enough to the barrel to be killed by it. Jump down and raid the place for items (including a yellow herb). Then jump down the hole inside the tent. Take a right as soon as you can to find the blue Stone of Treason, then get back on the main path and head for the merchant. Grab Krauser's note from the left side of the typewriter, then combine the golden lynx with the blue Stone of Treason, the red Stone of Faith, and the green Stone of Judgment. Sell your new lynx to the merchant along with any

emeralds and the elegant headdress.

The door next to the merchant leads to another shooting range. Unless you failed to complete some of the games earlier on, there won't be anything for you to do here this time. Save at the typewriter, then climb the ladder. Smash the barrel behind you for an item, then enter the large door.

ANCIENT FORTRESS

Take the green herb from the barrel on the left, then jump down and work your way through the pillars on the left. Throughout the entire encounter with Krauser, be prepared to press buttons as they show up on your screen. When you have control of Leon again, wait for Krauser to reload, then dash up the stairs and enter the small room. Grab the items, then turn around and face the door you just came through. By far the easiest and most ammo-efficient way to deal with Krauser during this encounter is by using your knife as much as possible. Krauser will jump around and eventually get close to you, so just stand there with your knife out and slice him every time he gets close enough. He'll throw a flash grenade and escape after you do that.

If he ever pulls out his gun, you'll have to either duck behind some cover or shoot him until he stops using it. Open the gate in the room you're in and proceed forward. Krauser will jump out, so be prepared to knife him again. Take a right and then another right at the next junction, and you'll be heading across the spot where Krauser started this scene. He'll probably be standing on the top of the building in the distance, so be ready to either blast him down or run to him while he's reloading. He'll attack again when you get close to the structure. Jump in through the window and get in the corner by the ladder to defend against him. A few robots will start flying around after a while, but they're easily brought down with a single shotgun shell.

Exit the structure when you're ready and head through the area behind it. Grab the herb, then head around to the stairs and enter the side area. Prepare to blast Krauser with something to knock him off the roof, then knife him again. Grab the red herb and ammo from this area, then push the statue onto the square thing to unlock the bars on the door's lever. Pull the lever, then backtrack to that structure from earlier.

Krauser will be waiting near the front of the structure. Knife him again, then use the lever and jump down the ladder. Pick up the items, then turn to the left and blast the machines. Walk to the left around that section of wall, and you'll be forced to deal with two more machines. Now go down the hallway on the right, and guess what? Two more machines. Destroy the ones Krauser sends at you, then grab the yellow herb and go up the stairs. Climb the ladder and turn left. Pick up the items here, then go back to the ladder area, turn to your left to see the wooden planks, and turn right to find the second Piece of the Beast. Krauser will attack again, only this time, you won't particularly feel like using your knife. If you have some Magnum shells to spare, get them out. If not, use your trusty shotgun. Shoot him in the legs to knock him down, then blast him as fast as possible before he stands up. As long as you don't let him get too close, this battle won't take long. Just make sure you don't waste ammo trying to shoot him high, since his arm is invincible.

Grab the third Piece of the Beast that he drops, then jump back down the nearby ladder. Jump off of the wooden planks near the bottom of the ladder, and you'll discover that you're right next to the gate you need to go through. Use all three Pieces of the Beast to open it, then head through. If you let the timer expire before you use the three Pieces of the Beast, you'll be killed. You **MUST** go through the door they unlock before the timer runs out, or it's game over for you.

CHAPTER 5-4

CHOPPER ZONE

Mike the chopper guy will help you out through this area. Let him take care of business, then run for cover in the tent or behind a wall until Mike takes out the machine gun nest. You'll know when he's about to blast something when he talks. If he says anything about getting out of the way, it means you're too close to the target, and you should get away before he blasts you. Take a left at the first split and wait for Mike to destroy the tower above the gate. Deal with any stray guys that Mike misses, then run across the bridge. Another machine gun guy is in the upper part of the next structure, so don't linger around in front of it. Deal with the two guys in the windows, enter the structure, and open the door inside on the left.

Things get complicated down here. Try to stay under cover as much as you can, but you'll have to make a run for it eventually. Run up the wooden planks when you get the chance, grab the rope thing at the top, and slide to the other side where the machine gun guy is standing. Take him out, grab his money and drop down to the level below where he was standing to flip the lever that opens the next gate. Enter that gate and take a left to find a small tunnel. Guys will enter it, so deal with them and climb the ladder. Your next goal is to find the two levers that activate the final gate in this area. There's no direct way from one lever to the other, so you'll have to drop down to the middle to find a ladder to get to the

second lever. Drop down and enter the door when you've pulled both levers.

CHOPPER ZONE 2

Mike will take care of everyone in this area for you. Search the place for items when he's done, including a green herb in a barrel and two emeralds on the tops of two pillars (one near the entrance and one near the exit). Go through the next gate to continue.

TORTURE CELLS ACCESS

Take the pearl pendant from the table behind you, then enter the next room. Take the handgun ammo from the table, then exit the door. Enter the next door to continue.

TORTURE CELLS

Take the flash grenade from the left, the Magnum ammo from the drawer by the typewriter, and the shotgun shells from the green box on the wall, then enter the small room near the green box to find a yellow herb. Use the typewriter, then get your rifle (and infrared scope) ready. The last cell on the left has a Regenerator in it, so run to the red herb, take it, then turn around and run all the way back to the typewriter. Turn around and snipe the Regenerator, and note that it has a Plaga on its back. Shoot through its chest to take care of it. After it explodes, raid the first cell on the right for some rifle ammo, then climb the ledge near the door and exit.

SECURITY STATION

Take the green herb and smash the crate, then head around the corner. You can easily pick off three or four guys with the rifle before they even notice you, but then you'll have a hoard to deal with, so get your shotgun ready. Stay in the walled area to avoid the machine gunner, but clear the place of all enemies before you continue. Enter the door of the structure and climb the ladder. Raid the upper area for items, then go outside and jump off the ledge to your left. Raid the locker in the next room, then attempt to press the button on the console. Run back to the lockers and face the catwalk to defend against a large group of guys. When they're dead, take the keycard they drop. Climb the ladder, and go use the key on the security access console. Backtrack to that console and press the button, then walk across



the catwalk to the second small room with another console in it. Two guys will be hiding in there, so don't let your guard down. Once both buttons are pressed, head down to the lowest level, walk past where the gate used to be, and enter the door. Deal with the two shielded guys, then exit into the next area.

SADDLER'S EXPERIMENT

Watch the scene. When you have control of Leon, check behind the rocks on the left to find some money, then pick up the ammo, herb and another note from Luis. Use the merchant if you want, then open the next door.

RADIATION LAB

Deal with four guys around the first corner to the right, then go down the right hallway to re-enter Saddler's Experiment chamber. Take the shotgun ammo, then go down the other part of the hall to find the radiation lab area.

FINAL CHAPTER

RADIATION LAB

Exit the door in the back of the lab, run up the stairs, and take the shotgun shells, Yellow Herb and Our Mission file. Exit the door after that.

FINAL BATTLE ARENA

Take the herb and smash the crates near the merchant, then use the typewriter. The merchant has no new upgrades or items for you. Head down the stairs to start the final battle. This isn't a tough fight if you know what you're doing, and it's even easier if you have several regular hand grenades. Toss a grenade at it, then run to it and press the button to climb on it, just like you would to fight El Gigante. If you run out of hand grenades, start shooting the yellow eyes on its legs to knock it down, then climb on it.

After six or seven successful climbs, a rocket launcher will show up on the far side of the area. Cross the bridge while the light is green, pick up the launcher, and hit the enemy with it to finish the battle. A timer starts. Run to the elevator, but don't forget to take the money that the enemy dropped. Head down the tunnel, jump down the ledge, then catch Ashley. Use the key to get on the jet ski. The jet ski part only takes about 30 seconds, so don't worry about time at first.



However, once the game tells you how to accelerate, you **MUST** accelerate to keep from losing the mission. After it tells you to accelerate, keep the jet ski on the left side of the water to avoid shallow water and falling rocks. When the path turns left, run into the left part of the obstruction to ramp over it, then the right side of the next one. Dodge a few more fairly easy rock formations, and you're home free. Don't forget to watch the credits and save after them. Bonus options get added to your system file, such as the infinite rocket launcher, the Matilda, Assignment Ada and Mercenary Mode.

ASSIGNMENT ADA

ISLAND CLIFFS - LOWER

This entire area should look familiar from the regular games. In Assignment Ada, you'll be trying to collect five Plaga samples, then escape the island on a chopper. There are no save points, no merchants and a slight lack of ammo, but fortunately, there are plenty of healing items. Begin the area just like you did in the normal game, heading down the paths, killing the guys in your way, and taking the left path first when you get to the wooden bridge. Climb the rocks and shoot the two crates (Ada has no knife) for a hand grenade and a yellow herb. Head back to the bridge and take the other path, jumping across the gap to enter the main area.

Grab the handgun ammo on the box in front of you, then peek around the wall to the left. The island is absolutely swarming with guys, so be ready to

unload lots of ammo. Don't waste it though; you only have a few basic weapons, and depending on how lucky you get with enemies dropping ammo, you might find yourself quite low. When you proceed farther into the main area, tons more guys will enter along with one of those big machine gunners. Get back behind the walls to deal with the regular guys first, then use hit-and-run tactics with your rifle to snipe the big guy. When everyone's dead and the music calms down, search the place for items. You definitely don't want to pass up any chance to get ammo or healing items. Go up the stairs, jump over the sandbags to find a yellow herb, then go down the path. Deal with the guys in the cave, then examine the rear of it to find a red herb. Climb the ladder in the cave to continue.

ISLAND CLIFFS - UPPER

Smash the two barrels on the left of the next area for a green herb and some rifle shells, then jump across the gap and head for the window entrance to the caves. Deal with the guys in the caves, grab the handgun ammo from the table, and head down the first path on the right to find a red herb. Head down the other section of the path, shoot the barrel to blast the rocks, then climb the ledge to reach a treasure chest with a hand grenade in it.

Exit the caves and go through the main entrance and take a right. Deal with the guys on the lower level, then use your rifle to pick off both guys on the upper level, as well as several guys on the top of the hill in front of

you. Grab the TMP ammo from the box on the right side of the hill, then head up the cave ramp on the left side. Grab the red herb from the other side of the caves, then jump down to the hill from the wooden bridge.

Head through the door at the top of the hill, but be alert. Two more guys will attack from behind you, and two archers will be on the far end of the next hallway. Eliminate all of them, grab the green herb and rifle ammo, then climb the ladder and enter the hole in the wall to continue.

BASE - CRYOGENIC LAB ACCESS

Head down the stairs near where you start, eliminating the guy you encounter at the bottom. Enter the small room on the right and grab the TMP ammo and green herb, then head back up the stairs to the main split in the hallway. Take the green herb from the ground and take the left path. Grab the handgun ammo from the red cabinet thing on the right side of the wall, then head around the hallway to the door on the other side (guarded by a single guy). You'll pickup items 5 and 6 on the way back, so only go out of your way if you desperately need them.

large gathering of enemies, so either eliminate them all now or enter the lab, then deal with them on your way out.

BASE - CRYOGENIC LAB

Nothing too difficult in here. Grab the rifle ammo from the small room to the right, then take the Plaga sample from the same spot where you find the thermal scope during the regular game. Smash the glass on the shelf in the back-left corner of the main area for a hand grenade, then take the green herb from the top of the box and exit the cryogenic lab area.

BASE - CRYOGENIC LAB ACCESS

Deal with the enemies out here if you didn't already, and don't forget to grab the two items from the area if you didn't grab them on your first trip through here. Head up the hallway in the north-west to get to the next door.

BASE - GARBAGE DISPOSAL AREA

Take the handgun ammo from the box at the end of the hallway, then open the door and kill the two guys in the control room. Take the rifle ammo from the far corner, then go through the door. Snipe the first guy

then go through the unlocked door to continue.

BASE - ASHLEY'S CELL

You should recognize this area as the place where they kept Ashley in the main game. There's a yellow herb in the corner after the broken power cord, and there's a grenade inside the red cabinet on the wall. Enter the door at the end of the next hallway and hose down the five or so guys that are guarding the third Plaga sample. Take the handgun ammo, TMP ammo, and the Plaga sample, then head back out through the door. Go through the next door on the right to continue.

BASE - X-RAY LAB

Open the door at the end of the hallway and deal with all five guys in the area. Grab the TMP ammo, the green herb, the handgun ammo and the yellow herb, then try to open the other door. Have a hand grenade ready, and throw it up the stairs as fast as you can. It should kill all of the normal guys, and you can finish off the machine gunner with your rifle. Exit the door now that it's unlocked. Deal with a few more guys out here, including two dynamite guys in the door at the end of the hallway. Take the yellow herb and TMP ammo from the small room they were in, then head through the next door.

BASE - RESEARCH LAB

Enter the second area and take care of the two nearby guys, then grab the green herb from the table and the handgun ammo from the case. Jump through the windows to enter the main lab area, then raid the place for items. Take the Plaga sample from the center at the end of your raid, since it will cause a rather large group of enemies to attack. Jump back out the window and take a left as soon as you take the sample. Tons of guys are going to attack you, so keep in a good defensive spot. There's a fire extinguisher on the left wall that you can use to kill several enemies (by shooting it while they're close). Other than that, use your handgun, rifle, and TMP. Try to keep some grenades for the next fight. When the first wave is dealt with, open the door that runs next to the main lab area. Deal with the second cluster in here, grab the TMP ammo from the boxes, then exit out the door.

SAVE SOME GRENADES BY SHOOTING THE FIRE EXTINGUISHER TO KILL SEVERAL ENEMIES

BASE - AUTOPSY LAB

Take the TMP Ammo from the table in front of you, then eliminate the two guys in the north-west room. Break the glass on the shelf in that room to get a yellow herb, then enter the north-east room. Kill the guy in here quickly, since three more will appear behind you in the other part of the room. Turn around and deal with them, then grab the handgun ammo from the table and the Plaga sample on the ground near the dead guy in the back of the room. Exit the area back to the main cryogenic lab access hallway.

BASE - CRYOGENIC LAB ACCESS

Head down this area until you get to the door that leads to the cryogenic lab. There will be a rather

with your rifle, then back into the corner where the other guys won't be able to hit you. The machine gunner should jump up the ladder eventually, and you can snipe him to death after he does. Pick off the remaining guys in the disposal area, then take care of the two dynamite guys that come through the next door. Grab the red herb next to the northern dumpster, then go through the next hallway. Take the green herb, then kill the two guys in the next room. Take the TMP ammo from the table in the middle and press the switch to unlock the door. Doing so causes several more guys to rush in from the disposal area. Quickly run away from them and gun them all down with the TMP (or use a hand grenade). Take their items,

BASE - RADIO TERMINAL

Run to the far side of the area to start the fight. If you still have several hand grenades left, this will be easy. Simply turn around immediately and toss one at him, switch to TMP and blast him as much as you can before he gets up. Wait for another chance to hit him with any other grenades you have left. When you run out of grenades, switch to your TMP and aim at his legs. Keep hitting him when he falls down, and he should run away after four or so times. There's handgun ammo, TMP ammo and a first-aid spray in the three barrels if you need them. Grab the last Plaga sample Krauser drops at the end of the fight, then take the elevator up to the next level. Enter the radio area and operate the switch to finish the mission.



SEPARATE WAYS WALKTHROUGH

CHAPTER 1: RING THE CHURCH BELL

PUEBLO

The layout of Pueblo should be quite familiar to you. There are items all over the place, so track them all down. Most notably, don't miss the three Spinel (one by the west gate, one by the north-east gate, and one on the roof of the shotgun house) or the elegant mask (on the bed in the southern house). Entering the southern house, the north-western house, or the tower will cause a cut-scene, which will also prompt and endless stream of villagers to enter the area. You can literally sit there and fight them all day if you'd like, but if you'd rather progress with the story, simply try to open the door with the insignia on it. Another cut-scene will show you a shiny spot on the roof of the southern house. Run to the middle of the town, and Ada will be prompted to use her grappling gun. Use it to get on the roof, where you'll find the insignia key. You can either use the key now to open the locked door or you can keep slaughtering villagers and collecting items. Either way, you'll need to head through that door eventually if you want to keep playing.

You'll encounter the first merchant here. You should have three Spinel to sell, but don't sell your elegant mask (or your green gem if you already picked it up). You'll likely have enough money to get the next attaché case, but we don't think it's necessary, or

at least not quite this early. The crate near the merchant has a snake in it, so be prepared to swing your knife a second time before it can hit you. Grab the handgun ammo, then open the door in the back of the room. The barrel has a green herb in it, so go smash it open and take it. Examine the hatch on the floor to open it, then jump down. As soon as you drop down, some villagers will come through the door behind you, and more will come at you from the other side of the tunnel. Sprint to the other side of the tunnel, ignoring all of the items for now.

Instead, smash open the metal door on the other end before the villagers can, then knock them both down and run to the other side by the ladder. You can easily defend yourself against all of them from here without worrying about getting hit in the back, so go ahead and finish them all off. Grab any items they drop, then move back through the tunnel to collect all of the items along the walls. Make sure you grab the green gem from the crate, then go ahead and use the ladder to enter the cemetery.

CEMETERY

A villager will throw something at you as soon as you get off of the ladder, so be ready to take her out. Check this path for two nests in the tree branches, then head up towards the cemetery. Pick off the three crows on the tombstones with your handgun, then take care of the three villagers that attack you. Collect all of the items from the crows and villagers, then head into the middle of the cemetery

and grab the red gem from one of the tombstones. Raid the shack in the corner for a few more items, but be prepared to deal with several more villagers. Head up the path next to the cemetery to reach the church, where even more angry villagers will attack you. Blast the nest out of the tree (to the right of the church door) for an item, then take the path by the water.

A few villagers are on the planks, but a single shot will usually knock them off into the water. Raid the shack, but watch out for the snake in the crate on the table. Farther down the planks, you'll find two villagers and a woman armed with a chainsaw. Deal with them, then grab the green catseye from the ground near the door. Return to the church and take the path that leads behind it. Operate the contraption back here by turning it seven times using the 3 option, then another five times with the 4 option, then one more time with the 3 option to receive the round insignia. Eliminate the two villagers that attack, then inspect the contraption again. Place the green catseye in it to make the bars on the entrance retract. When you head back towards the front of the church, a horde of villagers will attack. Deal with them, then use the round insignia to open the front door of the church.

CHURCH

Run to the altar and grab the handgun ammo as soon as you enter the church, then turn around and enter the hallway to your left. Grab the Purple Gem from the ground and smash the barrel to find a flash

grenade. The corner where you find the flash grenade is a good spot to defend against the villagers, so stay here until the three from the first floor are dead. Cross the church and use the ladder on the other side to reach the upper floor. There are three more villagers up here, so look around corners carefully. When you reach the flat area by the large painting, use the control panel to operate the lights. Each of the three colored circles has a little icon pointing straight up when you first take control of it. Turn the red one three times, the green one once and the blue one twice, then combine the three to operate the church bell. (The red circle's icon should be pointing to the left, the green one should be pointing to the right, and the blue one should be pointing down).

CHAPTER 2: RESCUE LUIS CHIEF'S HOUSE

Before you talk to the merchant, grab the three items from this room. Go out the open door next to him. Head down the path and shoot the three crows on the ground, then inspect the well. Shoot the stick to close it, then shoot the brass pocket watch to retrieve it. Enter the shack and grab the TMP ammo and Spinel, then return to the merchant. Combine the green, red and purple gems with the elegant mask, then sell it, the Spinel and the brass pocket watch.

Exit through the other door in this room, then take an immediate left and grab the money from the cabinet. Head down the hallway and stairs, then take a right. Kill the villager, then

grab the money and hand grenade from the two cabinets. Head for the other end of the house now and grab the chicken egg from the oven, then open the back door and head outside. Grab the handgun bullets from the log pile to your right, then deal with the chainsaw guy (who'll drop a ruby when you kill him) and the villagers. There's a nest in the tree before the shack with some handgun bullets, and a crate in the shack has a red herb in it. Another nest in a tree right after the shack has some TMP ammo. Kill or run past the last group of villagers to reach the door leading back to Pueblo.

PUEBLO

Tons of items have regenerated in the town, so take a stroll around and help yourself. Other than that, the only thing to do here is blast the wandering villagers, so head through the north-east gate to make your way to the farm.

FARM

Take a left and break the barrel near the typewriter in the shack, then shoot the stick holding the well open nearby. Shoot down the shimmering item from above it to get a Spinel, then turn around and defend yourself against the horde of villagers. Raid the farm for items when you're done. Don't miss the Spinel on the smaller barn's roof (grapple to it from the ground east of it), and don't miss the gold bangle in the chest where the beer stein is in Leon's game (jump from the southern end of the walkway outside the large barn's window). Avoid the bear traps

on your way to the south-east gate and leave the farm.

BOOBY TRAPS

On your way down to the tunnel, make sure you stop and use the grappling hook when you're prompted. Two villagers are on the bridge along with two barrels, one of which contains the beer stein. Grab it, then jump back down and head through the tunnel. Deal with the dynamite guys, then enter the small house. A cut-scene will start when you enter the northern half of the house, which will result in the door to the larger structure being unlocked. It's not necessary to go in there, but there are a few items and a typewriter if you'd like to go in anyway. Make sure you don't miss the Spinel in the nest between the two structures, or the one in the chest on the south side of the bigger one. Return to the tunnel and head back to the farm when you're ready. More villagers will try to stop you, including a group of five that will jump down from the bridge. Wait until all five of them land, then toss a grenade to easily deal with them. Another pair wait near the gate to the farm, so watch out.

FARM

Not much going on at the farm this time. Pick up the shotgun shells near the smaller barn, then grab the money from the typewriter shack. There's a Spinel on the side of the path near the entrance to the Pueblo, so grab it on your way to the gate. Sometimes you'll find an item near the southern wall of the typewriter shack, but not always. There are a lot of places like that in the PS2 version.

PUEBLO

There aren't any new items in the town this time, so I didn't bother to include a map. There are, however, several villagers lurking around. Fight your way to the gate in the south-west corner, which leads back to the Chief's House. You might notice a rather strangely dressed villager near the door. When you kill him, his body doesn't disappear. If you inspect him, you'll discover that he's wearing Leon's jacket.

CHIEF'S HOUSE

There aren't any new items here, either. Simply run up the path to start a cut-scene. Be prepared to press some



buttons on the screen, too, or Ada will meet an unfortunate end.

GONDOLA

After narrowly escaping from the cut-scene, dodge the villagers' weapons, then blast them senseless. Plagas will start randomly popping out of heads from this point in the game, so always be prepared for them. Grab the green catseye from the treasure chest, then jump down the ledge by the ladder. Stop the dynamite guy before he gets the chance to throw, then take care of him and his buddy. Take the green herb from the barrel, then hop over the sandbags and deal with the villager on the stairs.

Go up the stairs and open the door to the gondola control room. Grab the iron key from the table in front of the merchant, then raid the lockers for a yellow herb and some shotgun shells. Do business with the merchant if you'd like, then return to the stairs and head all the way down both flights. Do not sell the green catseye or the beer stein, you will be able to combine them with other items later to sell them for a higher price. Grab the rifle bullets from the crate near the typewriter, then use the iron key to open the next gate.

SHED OF ENLIGHTENMENT

Run down the path to the shed and go down the smaller path to the right of it to find a yellow herb and the red catseye on the ground. Enter the shed and fend off the villagers, one of whom is armed with a chainsaw. She'll drop the lift activation key when you kill her, so grab it, raid the shed for items and leave. Two more villagers will attack you near the gate, so take care of them, then head through to go back to the gondola.

GONDOLA

A pair of villagers are waiting for you next to the typewriter, so watch out. Head up the stairs and deal with the rest of the villagers, then enter the gondola control shack. Use the lift activation key on the console to activate the gondola, then jump out the window and run to the other side of the lifts. Grab the handgun ammo if you didn't already grab it earlier, then hop on one of the gondola lifts. When you exit the lift at the top, smash the barrel on the other side of the lifts, then head down the path. Pick up the Spinel from the ground near the large door, then go behind the shack to find some TMP

ammo. Grab the items from inside the shack, then smash the barrel near the merchant. Do business with him if necessary, then inspect the nearby gate (the lower one). You won't be able to open it, but if you stand a little ways away from it, you'll be able to grapple over it.

EL GIGANTE'S PATH

There are plenty of items in and around the shacks, so raid the place. Don't miss the two grapple points along the walls, either - one of them has the yellow catseye. When you've collected all of the items, head through to the wooden gate to the other large clearing. Time to meet up with an old friend.

El Gigante will go down much easier this time than he did in Leon's game due to Ada's superior weaponry. If you have plenty of handgun ammo, simply dump about 15 bullets into him from a distance to make him go down, then rush him and jump on his back. Hack away at his Plaga using the button shown on your screen, then repeat the whole process until he goes down for good. Grab his money and any remaining items, then exit through the main gate. Take a few steps on the next screen to end the chapter. (Note: If you're having trouble, toss a flash grenade. It'll stun El Gigante for quite a while, making the fight even easier.)

CHAPTER 3: RETRIEVE THE SAMPLE

CASTLE - HEDGE MAZE

Open your inventory and combine the green, red and yellow catseyes with the beer stein, then chat with the merchant. Sell the combined beer stein and the Spinel, then purchase the large attaché case, the rifle (semi-auto) and the bowgun from him. These are just suggestions; you can get whatever you'd like. Grab the bowgun darts from the fountain behind the merchant, then head around the corner to the bridge. Cult guys will attack, and many of them will have phase two and phase three Plagas pop out of their heads when you kill them, so be alert. Use the map to navigate the hedge maze, collecting items as you go. Be sure to get the gold bangle with pearls from the fountain on the top of the central platform, which you can reach from the bridge on the west side.

When you've collected everything you want from the maze, make your

way to the golden gates on the east side. Enter the room where Ada and Leon encountered each other and raid it for items, making sure you get the elegant perfume bottle from under the bed's canopy and the bowgun darts from the cabinet in the attached room.

Your next destination is the dining hall, but rather than taking the door near the typewriter, exit the bedroom and go back into the hedge maze. Take a left and follow the path, then go through the door to reach the castle's roof.

CASTLE - ROOF

Use your rifle to pick off the shielded guy and the archer, then head towards the fountain. Carefully peak around the corner and snipe the next two archers, then run towards the wall and look to your right to see a third. Take care of him, then inspect the metal door in the corner by the fountain. It won't open, but you'll receive the option to grapple through the window after you inspect it. Be ready, though: there's a cult guy waiting for you. Raid the chests for all of the items (including the key hourglass with gold décor), then grapple back out of the room.

Proceed down the path and take a left to find the next door. Another cult guy will attack, so be ready. Continue through the next door, then smash the vase to your right. The door on your left leads to a storage room, which should be your next destination. Raid the barrels, crates and cabinets for items, then conduct business with the merchant. Open the next door when you're ready, and you'll find yourself in the dining hall.

CASTLE - DINING HALL

Pick off the first few cult guys with your rifle, then smash the vases to find some items. Head down the hall and snipe the archer to the left, then raid the tables for items. Enter the square room with the chest now. When you get near the chest, the cage will fall and you'll have to face a Garrador, just like in Leon's mission. Toss a hand grenade at the lock on the cage if you have one, then get out of it as quickly as you can. Pick off the cult guys, then hit the Garrador in the back until he drops, leaving a ruby for you. More cult guys will continue to fall from the ceiling, so don't let your guard down. Enter the narrow hallway that leads behind the counter to find some bowgun darts, then inspect the empty

treasure chest. Place the hourglass with gold decor in it to unbar the next door, then head through.

CASTLE - MURAL ROOM

Move forward to start a short cutscene, then head for the little bridge when you get control of Ada again. Cult guys will rush you from both ends, so have your shotgun ready. If you can knock down the lamp above the bridge, it'll work like an incendiary grenade. Otherwise, just blast your way to one side of the bridge until you get into a defensible area. Once all the cult guys are dealt with, raid the area for items. Don't miss the Elegant Chess Board underneath the bridge on the east side. Go through the door on the other side of the bridge when you're ready. Deal with the shield guy and the archer, then grab the Spinel from the vase. Shoot the shiny spot in the alcove for a flash grenade, then open the nearby door to end the chapter.

CHAPTER 4: STOP LEON'S ASSASSINATION

BASE - BULLDOZER PATH

Do business with the merchant (the only new item is the Chapter 4 treasure map), then move forward down the path. Take a left when you can and deal with the men there, then smash the crate on the ground. There are two places you can use your grappling hook in here, so do so to nab another pair of items. Drop back down and return to the main path

when you're done, taking a left when you can.

Immediately shoot the red barrel next to the men to wipe them out, then finish any survivors. Grab the items, then open the door on the left. More troops will be waiting for you here, so eliminate them. The room is lined with crates and barrels, so smash them and collect the items. Get your rifle out, then open the next door. Several guys are just standing around, waiting for you to pick them off, so go right ahead. Make sure you tag the archer on the catwalk to the left, too. Grab the Velvet Blue from the ground, then get the first-aid spray from the ground under the left side of the catwalk. You'll notice that you can grapple up to the catwalk, but avoid it for now. Instead, head to the other end of the area and grapple above the rubble that's blocking the path.

Jump into the vent and deal with the big guy in there, then drop down. There's another soldier waiting here, so take care of him, then grab the yellow herb. Open the door and head out to find the golden lynx, then jump up on the crates to get some bowgun bolts. Continue climbing the crates until you can jump back down the other side, then grapple to the high catwalk and use the door.

BASE - DOCK

Grab the items along the path as you work your way towards the first turret. You'll need an activation key to use it, so continue down the path until a cut-scene, after which the gunship starts to attack you. Watch out for its

machine gun bursts - they hurt like hell. Waste the horde of attacking soldiers, then run to the other side of this low area to find the activation key on some crates. Gather the rest of the items on the way back up, then use the key to activate the first gun turret. Use the turret to unleash a fury of machine gun bullets on the boat. You must destroy its guns, which takes a few seconds of concentrated machine gun fire. Once they're all destroyed, you'll be forced from the turret.

Return to the lower area where you found the key, then climb the ladder there. Grab all of the items, then jump on the rotating wheel to hop a ride to the other side. Jump off, then clear out the guys and collect even more items. Climb the ladder on the far side, then head up the stairs, over the gap, and up the ladder. As you approach the red gate, a turret will come up from the deck. Immediately use your grappling hook to reach a platform where you'll find the second activation key.

A small protruding part of this platform will give you another grapple option, so use it. You'll find yourself on a new platform with a few more items and a second gun turret. Use your new key to activate it, then blast the remaining turrets from the ship. A timer will start once you destroy the first one, but you won't be able to leave the gun until you've destroyed them all.

Hop down from this platform when you're finished with the guns, then get back on the big rotating wheel. Jump off on the other side, climb the ladder far to the left, and head up the stairs just like before. Jump over the gap, then climb the ladder and head through the red gate before the timer runs out. There are a few more items waiting for you here, including a treasure chest with some bowgun bolts in it. Grab them all, then head up the path to find the merchant and a typewriter. Use them both if you'd like, then open the next door.

BASE - BULLDOZER PATH 2

Grab the green herb from the ground, then head up the path. There's a box of rifle ammo on a crate to the left after you go up the small flight of stairs, so grab it and deal with the soldiers in the area. Run to the end of the next section of walkway and jump down when you reach the ladder. Turn to your left and continue down the next section. Three soldiers are waiting for





the ground near the Velvet Blue, so make sure you don't carelessly jam the button and end up missing it. Once you grapple up, a cut-scene starts that will end the chapter. Keep your hands on the controller - Ada will need to press some buttons to perform an action during the scene.

CHAPTER 5: OBTAIN THE SAMPLE

CHOPPER ZONE

Combine the blue Stone of Treason, red Stone of Faith and green Stone of Judgment with the golden lynx, then sell it to the merchant along with the pair of Velvet Blues you have. You should be able to easily afford the XL attaché case if you want it. Grab the rifle bullets from next to the merchant, then head up the path.

An archer is hiding behind some crates, so pick him off before he fires at you. When you approach the tower structure, a heavy machine gunner will jump down and a shield guy will attack from nearby. Take care of both, making sure the machine gunner doesn't land a hit. Raid the tent for a grenade, then break the two barrels next to the tower and collect their items. You can grapple to the top of the tower. Be careful though - there's another soldier waiting up there. Take the bowgun bolts and the Blue Eye from the barrel, then jump back down and take a left.

When you round the corner, a large group of soldiers will attack, including an archer and a dynamite guy. Wipe them all out, then take the yellow herb from the ground. Climb the ladder on the left before the bridge to find a red herb, then shoot the red barrel on the other side of the bridge to take care of the soldiers over there. Jump down and cross the bridge, then enter the tower.

Grab the three items from the floor, then get in a corner and prepare to fend off a stream of soldiers that will jump in from the roof. Let three or four of them get in, then toss a hand grenade if you have one. If not, just hose them all with shotgun shells, and the gate will eventually unlock and let you out. Hit the red barrel next to the two soldiers to take them down, then sprint up the stairs and break the barrel. Continue up the stairs and use the pulley slide at the top. Don't forget to pick up the hand grenade at the bottom. Deal with the archer, then drop down and operate the switch on

you around the corner, so be prepared. Grab the shotgun shells from the top of the crate near the catwalk, then jump down to the lowest level using the ledge near the locked gate.

Troops will swarm you as soon as you hit the ground. Stall them with a shotgun shell, then toss a grenade to finish them off. Raid the lower section to find some shotgun shells, TMP ammo and a piece of Velvet Blue, then deal with the three soldiers on the top of the catwalk. Grapple to it when you're done, then use the ladder to reach the top level. Turn to your right to find the green Stone of Judgment on some crates, then turn around. As soon as you approach the red barrel, several soldiers will rush at you. Tag the barrel to blast them all, then finish off any survivors. More soldiers are waiting on the other side of the gate, so clear them out. Take a left on the stairs after the gate to find a barrel on the catwalk, which contains a red herb.

Smash the barrel in the small structure past the catwalk, then head behind it and jump down to the other side of the locked gate you saw earlier. Take the yellow herb and the flash grenade, then deal with the soldiers in the area. Work your way around the path to find one last soldier, then use the ladder to exit the area.

BASE - BOILER AREA

Before you do anything in here, take a left and immediately exit the area through the door. There are some items in the next area, so get them now before you forget.

BASE - BULLDOZER CRASH SITE

There aren't any enemies in this area, so simply raid the place for items. Be sure to pick up the yellow herb in the corner near the bulldozer, and make sure you grab the red Stone of Faith from the briefcase in the first room. Return to the boiler area when you're done.

BASE - BOILER AREA

Grab the bowgun bolts next to the stairs, then use the typewriter. Head through the next door and run straight, then take a left at the end of the catwalk to find some shotgun shells. Backtrack a little to find the stairs leading down, but look up at the windows first. Shoot the flashing one to find the blue Stone of Treason, then deal with the pair of shield guys who attack.

Run down the stairs and pick up the green herb at the bottom, then open the next door and blast the guard. Take a right past the boilers, then another right at the end to find a door leading to a storage room, where you'll find some handgun ammo and a flash grenade. When you open the door to leave, another soldier will be waiting. Head up the stairs and open the locker in the small room for an item, then go back down the stairs and leave the boiler room through the door.

BASE - LEON MEETS KRAUSER

There's not much to do here, just run down the hallway until you come to a door, then run forward to pick up a piece of Velvet Blue on the ground. You'll be given the grapple prompt on



the small ledge to open the gate. Drop down to the bottom, then smash the barrel to your right. Drop farther down to find a small camp. Raid the tents, then raid the small alcove for a yellow herb and some handgun bullets. Climb back up the ladder and go through the gate to continue.

The last section of this area will seem a little chaotic, but if you move fast, you can avoid taking any damage. Grab the shotgun shells from the sandbags directly in front of you, then turn to the left and sprint for the alcove with the ladder in it. Smash the barrel, then climb the ladder and pick off the clueless archer at the top. Two more archers are waiting on the catwalks to the left of the exit, so carefully snipe them one at a time. Run out to the right when you're ready, and wait for the last two archers to fire their bolts. Once they're done, aim down at the lower level and snipe them or the red barrels next to them. Either way should kill them instantly. As you approach the far side of the catwalk, another heavy machine gunner will appear. Keep sprinting towards him and take cover behind the wall, picking up the TMP ammo and the item in the barrel along the way.

On your way here, you might've noticed the tiny alcove in the wall. There was a soldier in there, and as you ran past, you alerted him. He'll approach from behind you, but the machine gunner should be your primary concern. Deal with both enemies, then press the switch the gunner was guarding. Turn around and find the alcove we mentioned. It

contains a barrel with some bowgun darts. When you're ready, drop down to the lower level. Collect the three ammo containers and the green herb, then take the ladder near the southern elevator to fight the second machine gunner. Take him down, then press the switch he was guarding to open the second gate. Collect any remaining items, then head through the gate.

CHOPPER ZONE 2

There isn't much going on in here. Take down the rocket soldier near the cliff and grab the green herb from next to him, then go between the rows of pillars to find a yellow herb. More soldiers will appear, so be ready. Pick up the handgun ammo on one of the bricks on the northern row of pillars, then head towards the northern gate. A few archers are waiting for you, but they're easy to take down. Before you go through the gate, turn around and look for a glimmering spot near the top of one of the pillars. Shoot it to collect the red eye, then go ahead and leave through the northern gate.

TORTURE CELLS ACCESS

Take the two packs of ammo from the rock on your right, then hop down the ladder. Immediately turn around to find a stack of bowgun bolts on a small table, then turn around again and head through the doorway. After a short scene that should look familiar, you'll find yourself on the other side of the next door. Continue forward and use the next door to enter the torture cell area.

TORTURE CELLS

Do business with the merchant, then save your game if you'd like. A drawer near the typewriter has a flash grenade in it, and the small room attached to this one has a yellow herb. Pick off the archer down the cell hallway, then be ready to deal with the rest of the soldiers that'll attack from the cells. Raid the first cell on the right for some rifle ammo, then grab the green eye from the second cell on the right. The two left cells are empty, though you can see an "inactive" regenerator on a gurney in the second one. Climb the ledge by the door and use it to leave.

SECURITY STATION

Grab the two packs of ammo to your left, then move forward to start a fight with an old friend. Shoot him where he's not protected, then dodge his attacks whenever possible with the buttons shown on the screen. Eventually, he'll take enough damage that he'll run to a new section of roof, and Ada will follow him. Grab all of the items from each new area, and continue fighting him until he goes down for good. Take a left on the platform you end up on to find the butterfly lamp, then go down the other side of the walkway to find the merchant. Take the green herb and ammo from the ground near him, then smash the barrels for some more items. Combine your three eye items with the butterfly lamp, then sell it. Save your game if you'd like, then use Ada's grappling hook to jump over the next wall.

SADDLER'S EXPERIMENT

Saddler's a pushover if you've saved your bowgun bolts. Raid the experiment chamber for items (though you don't really need them), and hit Saddler with darts until he goes down. If you cause enough damage, he'll stumble around for a few seconds. Run up to him and give him a good stabbing. He'll go down in no time at all.

FINAL BATTLE ARENA

You'll have two minutes to reach the rocket launcher before the place explodes, so don't waste any time. There's a first-aid spray can right where you're standing at the start, so grab it. Next use your grappling hook. On the next series of catwalks, use your shotgun to knock down any soldiers in your way. Keep running

down each one, using your grappling hook when necessary. The path is very linear. Eventually, you'll end up standing on a platform above the rocket launcher. Drop down and grab it to end the Separate Ways scenario.

CHARTS

WEAPONS

If you're wondering what weapons you can get in this game, where/when to get them, how/when they can be upgraded or practically anything else about the various weapons, this is the section you'll want to look in.

THE STATS

With the exception of the Mine Thrower, all of the weapons have the four following basic statistic qualities:

FIREPOWER

The firepower of the standard handgun is a 1.0 equivalent. Upgrading the firepower increases the amount of damage dealt.

FIRING SPEED

Numerical values are in seconds. Upgrading increases the speed at which the weapon fires.

RELOAD SPEED

Numerical values are in seconds. Upgrading increases the reloading speed.

CAPACITY

Numerical values are the number of rounds. Upgrading increases the round capacity of the firearm.

These statistical qualities are all pretty self-explanatory. Obviously, it's better to have a higher Firepower value, a lower Firing Speed value, a lower Reload Speed value, and a higher Capacity value.

SELLING WEAPONS

You can sell weapons for half of their purchase price. The cost of ammunition in the weapon is taken into consideration in the sale price. For example, the handgun can be purchased for 8,000 pesetas, and can be sold with a full chamber for 4,000 pesetas. If you try to sell it while it only has five bullets, it will only sell for 3,750, since each of the five missing bullets subtracts 50 pesetas from the sale price.

You should also note that any



upgrades you make to a weapon will increase the weapon's sale price by half of the cost of the upgrade. For example, selling a handgun with level 1 firepower, level 1 firing speed, level 1 reload speed and level two capacity will result in a sales price of 6,150 pesetas:

(Price of standard handgun + cost of level 2 capacity) divided by two + (Cost of three additional bullets that level 2 capacity provides) =
(8,000 + 4,000) divided by 2 + (3 x 50) =
6,000 + 150 = 6,150

You can calculate the value of any weapon at any time using that formula, although we honestly can't think of any reason why you'd need to.

STATS AND UPGRADES

FIREPOWER

Level 1: 1.6

Level 2: 1.8

Pesetas: 15,000

Location: Chapter 3-1, Castle Entrance

Level 3: 2.0

Pesetas: 18,000

Location: Chapter 3-3, Hedge Maze

Level 4: 2.3

Pesetas: 24,000

Location: Chapter 4-1, Clock Tower Entrance

Level 5: 2.7

Pesetas: 30,000

Location: Chapter 4-3, Cathedral Courtyard

Level 6: 3.0

Pesetas: 40,000

Location: Chapter 4-4, Ritual Tower Dock

Exclusive: 3.4

Pesetas: 80,000

Location: Chapter 4-4, Ritual Tower Dock

FIRING SPEED

Level 1: 0.47

Level 2: 0.40

Pesetas: 10,000

Location: Chapter 3-1, Castle Entrance

Level 3: 0.27

Pesetas: 20,000

Location: Chapter 4-1, Clock Tower Entrance

RELOAD SPEED

Level 1: 1.70

Level 2: 1.47

Pesetas: 8,000

Location: Chapter 3-1, Castle Entrance

Level 3: 0.83

Pesetas: 15,000

Location: Chapter 4-1, Clock Tower Entrance

CAPACITY

Level 1: 15

Level 2: 18

Pesetas: 8,000

Location: Chapter 3-1, Castle Entrance

Level 3: 21

Pesetas: 10,000

Location: Chapter 3-3 Hedge Maze

Level 4: 25

Pesetas: 15,000

Location: Chapter 4-1, Clock Tower Entrance

Level 5: 30

Pesetas: 20,000

Location: Chapter 4-3, Cathedral Courtyard

Level 6: 35

Pesetas: 25,000

Location: Chapter 4-4, Ritual Tower Dock

Exclusive: Increases the firepower beyond the weapon's threshold Chapter 4-4, Ritual Tower Dock
Pesetas: 80,000

BROKEN BUTTERFLY

A very powerful .45 Magnum revolver. This will make anyone's day.

Buy: 38,000 pesetas starting in Chapter 3-1, Castle Entrance.

Find: Chapter 4-1, Castle - Roof.

Backtrack to this area once Ashley is back with you. Remember the locked door near the fountain on the roof? You can boost Ashley through the hole above the door to enter the room.

Sell: 16,000 empty, 249,500 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 13.0

Level 2: 15.0

Pesetas: 25,000

Location: Chapter 3-1 Castle Entrance

Level 3: 17.0

Pesetas: 30,000

Location: Chapter 3-3, Castle - Hedge Maze

Level 4: 20.0

Pesetas: 35,000

Location: Chapter 4-1, Clock Tower Entrance

Level 5: 24.0

Pesetas: 50,000

Location: Chapter 4-3, Cathedral Courtyard

Level 6: 28.0

Pesetas: 70,000

Location: Chapter 5-3, Base - Laser Grid

Exclusive: 50.0

Pesetas: 150,000

Location: Chapter 5-3, Island - Camp

FIRING SPEED

Level 1: 0.70

RELOAD SPEED

Level 1: 3.67

Level 2: 3.00

Pesetas: 15,000

Location: Chapter 3-3, Castle - Hedge Maze

Level 3: 2.33

Pesetas: 20,000

Location: Chapter 4-3, Cathedral Courtyard

CAPACITY

Level 1: 6

Level 2: 8

Pesetas: 15,000

Location: Chapter 3-1, Castle Entrance

Level 3: 10

Pesetas: 20,000

Location: Chapter 4-1, Clock Tower Entrance

Level 4: 12

Pesetas: 25,000

Location: Chapter 5-1, Island Cliffs - Upper

Exclusive: increases the firepower beyond the weapon's threshold,

Location: Chapter 5 3, Camp,
Pesetas: 150,000

HANDGUN

A standard 9mm handgun.

Buy: 4,000 pesetas starting in Chapter 1-2, Valley Camp.

Find: Leon starts the game with this weapon.

Sell: 3,500 empty, 103,750 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 1.0

Level 2: 1.2

Pesetas: 7,000

Location: Chapter 1-2, Valley Camp

Level 3: 1.4

Pesetas: 10,000

Location: Chapter 2-1 Merchant's Cave

Level 4: 1.6

Pesetas: 15,000

Location: Chapter 3-1, Castle Entrance

Level 5: 1.8

Pesetas: 18,000

Location: Chapter 3-1, Castle - Balcony Area

Level 6: 2.0

Pesetas: 20,000

Location: Chapter 4-1, Clock Tower Entrance

FIRING SPEED

Level 1: 0.47

Level 2: 0.40

Pesetas: 5,000

Location: Chapter 1-2, Valley Camp

Level 3: 0.33

Pesetas: 12,000

Location: Chapter 3-1, Castle Entrance

RELOAD SPEED

Level 1: 1.73

Level 2: 1.47

Pesetas: 4,000

Location: Chapter 1-2, Valley Camp

Level 3: 0.87

Pesetas: 10,000

Location: Chapter 3-1, Castle Entrance

CAPACITY

Level 1: 10

Level 2: 13

Pesetas: 4,000

Location: Chapter 1-2, Valley Camp

Level 3: 16

Pesetas: 6,000

Location: Chapter 2-1, Merchant's Cave

Level 4: 19

Pesetas: 8,000

Location: Chapter 3-1, Castle Entrance

Level 5: 22

Pesetas: 10,000

Location: Chapter 3-1, Castle - Balcony Area

Level 6: 25

Pesetas: 12,000

Location: Chapter 4-1, Clock Tower Entrance

Exclusive: increases the chance of critical headshots by 5 times
Chapter 4-3
Cathedral Courtyard
57,000 pesetas

KILLER7

A very stable yet powerful .45 Magnum.

Buy: 77,000 pesetas starting in Chapter 5-1 Island Cliffs - Upper

Find: Purchase only.

Sell: 35,350 empty, 172,350 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 25.0

Level 2: 30.0

Pesetas: 62,000

Location: Chapter 5-1, Base - Garage Area

Level 3: 35.0

Pesetas: 78,000

Location: Chapter 5-3, Base - Laser Grid

FIRING SPEED

Level 1: 0.70

RELOAD SPEED

Level 1: 1.83

Level 2: 1.53

Pesetas: 20,000

Location: Chapter 5-1, Base - Garage Area

Level 3: 0.93

Pesetas: 30,000

Location: Chapter 5-3, Base - Laser Grid

Capacity

Level 1: 7

Level 2: 10

Pesetas: 30,000

Location: Chapter 5-1, Base - Garage Area

Level 3: 14

Pesetas: 40,000

Location: Chapter 5-3, Base - Laser Grid

Exclusive: the Killer7 has no exclusive upgrade

MATILDA

A 9mm handgun with Burst-Fire capability. NOTE, This weapon is only available after you beat the game and load a new round from your final save. All upgrades are immediately available when you load a new round from a final save file.

Buy: 70,000 pesetas as soon as you start a second round with a completed save.

Find: Purchase only.

Sell: 34,250 empty, 155,750 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 1.0

Level 2: 1.2

Pesetas: 15,000

Start of a continued new round

Level 3: 1.4

Pesetas: 17,000

Start of a continued new round

Level 4: 1.6

Pesetas: 20,000

Start of a continued new round

Level 5: 1.8

Pesetas: 25,000

Start of a continued new round

Level 6: 2.0

Pesetas: 35,000

Start of a continued new round

FIRING SPEED

Level 1: 0.47

RELOAD SPEED

Level 1: 1.73

Level 2: 1.47

Pesetas: 6,000

Start of a continued new round

Level 3: 0.87

Pesetas: 15,000

Start of a continued new round

CAPACITY

Level 1: 15

Level 2: 18

Pesetas: 7,000

Start of a continued new round

Level 3: 21

Pesetas: 10,000

Start of a continued new round

Level 4: 24

Pesetas: 12,000

Start of a continued new round

Level 5: 27

Pesetas: 16,000

Level 6: 30

Pesetas: 20,000

Start of a continued new round

Exclusive: 100

Pesetas: 35,000

Start of a continued new round

MINE THROWER

This weapon fires custom 'mines' that attach to objects and detonate after a period of time.

The firepower stat has a different meaning for this weapon than for the other weapons. It refers to the blast radius of the Mine-Darts in meters.

Buy: 28,000 pesetas starting in Chapter 3-1, Castle Entrance

Find: Purchase only.

Sell: 11,500 empty, 108,000 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 2.0

Level 2: 4.0

Pesetas: 25,000

Location: Chapter 3-3, Castle - Hedge Maze

Level 3: 6.0

Pesetas: 45,000

Location: Chapter 4-2, Mine Entrance

FIRING SPEED

Level 1: 1.33

RELOAD SPEED

Level 1: 3.43

Level 2: 2.57

Pesetas: 18,000

Location: Chapter 4-1, Clock Tower Entrance

CAPACITY

Level 1: 5

Level 2: 7

Pesetas: 25,000

Location: Chapter 3-1, Castle Entrance

Level 3: 10

Pesetas: 40,000

Location: Chapter 4-4, Ritual Tower Dock

Exclusive: adds "homing" to the Mine-Darts and significantly increases their blast radius, Chapter 5-1, Island Cliffs - Upper, 30,000 pesetas

PUNISHER

This 9mm handgun will blast a hole through two enemies!

Buy: Can be purchased free of cost as soon as you shoot 10 or more of the Blue Medallions. If you shoot all 15, it will be offered free of cost and will also have the Level 2 Firepower upgrade. It will be sold for 20,000 pesetas starting in Chapter 2-3, Fortified House.

Find: Purchase only (see above for how to obtain free of cost)

Sell: 9,500 empty, 148,900 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 0.9

Level 2: 1.1

Pesetas: 10,000

Chapter 1-3, Waterway

Level 3: 1.3

Pesetas: 15,000

Location: Chapter 2-2, Tunnel

Level 4: 1.5

Level 2: 20,000

Pesetas: Chapter 3-1, Castle - Balcony Area

Level 5: 1.7

Pesetas: 25,000

Location: Chapter 4-1, Clock Tower Entrance

Level 6: 1.9

Pesetas: 35,000

Location: Chapter 4-3, Cathedral Courtyard

FIRING SPEED

Level 1: 0.47

Level 2: 0.40

Pesetas: 10,000

Location: Chapter 1-3, Waterway

Level 3: 0.33

Pesetas: 20,000

Location: Chapter 3-1, Castle - Balcony Area

RELOAD SPEED

Level 1: 1.70

Level 2: 1.47

Pesetas: 8,000

Location: Chapter 1-3, Waterway

Level 3: 0.83

Pesetas: 18,000

Location: Chapter 3-1, Castle - Balcony Area

CAPACITY

Level 1: 10

Level 2: 13

Pesetas: 8,000

Location: Chapter 1-3, Waterway

Level 3: 16

Pesetas: 10,000

Location: Chapter 2-2, Tunnel

Level 4: 20

Pesetas: 15,000

Location: Chapter 3-1, Castle - Balcony Area

Level 5: 24

Pesetas: 18,000

Location: Chapter 4-1, Clock Tower Entrance

Level 6: 28

Pesetas: 24,000,

Location: Chapter 4-3, Cathedral Courtyard

Exclusive: this ammo will penetrate up to 5 bodies, Chapter 4-4, Ritual Tower Dock, 40,000 pesetas

RED9

A powerful 9mm handgun.

Buy: 14,000 pesetas starting in Chapter 2-2, Tunnel

Find: Purchase only

Sell: 6,600 empty, 166,200 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 1.4

Level 2: 1.7

Pesetas: 15,000

Location: Chapter 2-2, Tunnel

Level 3: 2.0

Pesetas: 20,000

Location: Chapter 3-1, Castle Entrance

Level 4: 2.4

Pesetas: 24,000

Location: Chapter 3-1, Castle - Balcony Area

Level 5: 2.8

Pesetas: 28,000

Location: Chapter 4-1, Clock Tower Entrance

Level 6: 3.5

Pesetas: 45,000

Location: Chapter 4-3, Cathedral Courtyard

Exclusive: 5.0

Pesetas: 80,000

Location: Chapter 4-4, Ritual Tower Dock

FIRING SPEED

Level 1: 0.53

Level 2: 0.47

Pesetas: 10,000

Location: Chapter 2-2, Tunnel

Level 3: 0.40

Pesetas: 15,000

Location: Chapter 3-1, Castle - Balcony Area

RELOAD SPEED

Level 1: 2.37

Level 2: 2.20

Pesetas: 6,000

Location: Chapter 2-2, Tunnel

Level 3: 1.67

Pesetas: 10,000

Location: Chapter 3-1, Castle
- Balcony Area

CAPACITY

Level 1: 8

Level 2: 10

Pesetas: 6,000

Location: Chapter 2-2, Tunnel

Level 3: 12

Pesetas: 8,000

Location: Chapter 3-1, Castle
Entrance

Level 4: 15

Pesetas: 12,000

Location: Chapter 3-1, Castle
- Balcony Area

Level 5: 18

Pesetas: 16,000

Location: Chapter 4-1, Clock Tower
Entrance

Level 6: 22

Pesetas: 22,000

Location: Chapter 4-4, Ritual Tower

Exclusive: increases the
firepower beyond the weapon's
threshold, Chapter 4-4, Ritual Tower
Dock, 80,000 pesetas

RIFLE

A .223 caliber bolt action rifle.

Buy: 12,000 pesetas starting in
Chapter 1-2, Valley Camp.

Find: Purchase only.

Sell: 5,250 empty, 146,450 fully
upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 4.0

Level 2: 5.0

Pesetas: 10,000

Location: Chapter 1-2, Valley Camp

Level 3: 6.0

Pesetas: 12,000

Location: Chapter 2-1, Merchant's
Cave

Level 4: 8.0

Pesetas: 20,000

Location: Chapter 3-1, Castle
Entrance

Level 5: 10.0

Pesetas: 25,000

Location: Chapter 3-1, Castle
- Balcony Area

Level 6: 12.0

Pesetas: 35,000

Location: Chapter 4-1, Clock Tower
Entrance

Exclusive: 18.0

Pesetas: 80,000

Location: Chapter 4-3, Cathedral
Courtyard

FIRING SPEED

Level 1: 0.67

RELOAD SPEED

Level 1: 4.00

Level 2: 3.23

Pesetas: 8,000

Location: Chapter 1-2, Valley Camp

Level 3: 2.33

Pesetas: 18,000

Location: Chapter 3-1, Castle
Entrance

CAPACITY

Level 1: 5

Level 2: 7

Pesetas: 6,000

Location: Chapter 1-2, Valley Camp

Level 3: 9

Pesetas: 8,000

Location: Chapter 2-1, Merchant's Cave

Level 4: 12

Pesetas: 12,000

Location: Chapter 3-1, Castle

Entrance

Level 5: 15

Pesetas: 18,000

Location: Chapter 3-1, Castle
- Balcony Area

Level 6: 18

Pesetas: 25,000

Location: Chapter 4-1, Clock Tower
Entrance

RIFLE

A .223 caliber rifle capable of firing
faster than the standard rifle.

Buy: 35,000 pesetas starting in
Chapter 3-1, Castle Entrance

Find: Purchase only

Sell: 16,000 empty, 177,600 fully
upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 7.0

Level 2: 8.0

Pesetas: 15,000

Location: Chapter 3-1, Castle
Entrance

Level 3: 9.0

Pesetas: 8,000

Location: Chapter 3-1, Castle
- Balcony Area

Level 4: 11.0

Pesetas: 24,000

Location: Chapter 4-1, Castle
- Corridor

Level 5: 13.0

Pesetas: 30,000

Location: Chapter 4-3, Cathedral
Courtyard

Level 6: 15.0

Pesetas: 40,000

Location: Chapter 5-1, Island Cliffs
- Upper

FIRING SPEED

Level 1: 1.43

Exclusive: 0.40

Pesetas: 80,000

Location: Chapter 5-1, Island Cliffs
- Upper

RELOAD SPEED

Level 1: 2.33

Level 2: 1.90

Pesetas: 9,000

Location: Chapter 3-1, Castle

Entrance:

Level 3: 1.33

Pesetas: 18,000

Location: Chapter 4-1, Castle
- Corridor

CAPACITY

Level 1: 10

Level 2: 12

Pesetas: 10,000

Location: Chapter 3-1, Castle Entrance

Level 3: 14

Pesetas: 12,000

Location: Chapter 3-1, Castle - Balcony Area

Level 4: 17

Pesetas: 15,000

Location: Chapter 4-1, Castle - Corridor

Level 5: 20

Location: 20,000

Location: Chapter 4-3, Cathedral Courtyard

Level 6: 24

Pesetas: 25,000

Location: Chapter 5-1, Island Cliffs - Upper

Exclusive: increases the firepower beyond the weapon's threshold, Chapter 5-1, Island Cliffs - Upper, 80,000 pesetas

RIOT GUN

A light-weight pump-action shotgun. Its superior handling enables quicker aiming.

Buy: 32,000 pesetas starting in Chapter 3-1, Castle Entrance

Find: Purchase only

Sell: 15,160 empty, 208,700 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 5.0

Level 2: 5.5

Pesetas: 20,000

Location: Chapter 3-1, Castle Entrance

Level 3: 6.0

Pesetas: 24,000

Location: Chapter 3-1, Castle - Front Gate

Level 4: 6.5

Pesetas: 28,000

Location: Chapter 3-3, Castle - Hedge Maze

Level 5: 7.0

Pesetas: 32,000

Location: Chapter 4-1, Clock Tower Entrance

Level 6: 8.0

Pesetas: 50,000

Location: Chapter 4-4, Ritual Tower Dock

Exclusive: 10.0

120,000

Location: Chapter 4-4, Ritual Tower Dock

FIRING SPEED

Level 1: 1.53

RELOAD SPEED

Level 1: 3.03

Level 2: 2.43

Pesetas: 7,000

Location: Chapter 3-1, Castle - Balcony Area

Level 3: 1.50

Pesetas: 20,000

Location: Chapter 4-4, Ritual Tower Dock

CAPACITY

Level 1: 7

Level 2: 9

Pesetas: 10,000

Location: Chapter 3-1, Castle - Balcony Area

Level 3: 11

Pesetas: 12,000

Location: Chapter 3-3, Castle - Hedge Maze

Level 4: 13

Pesetas: 15,000

Location: Chapter 4-1, Clock Tower Entrance

Level 5: 15

Pesetas: 20,000

Location: Chapter 4-2, Mine Entrance

Level 6: 17

Pesetas: 25,000

Location: Chapter 4-4, Ritual Tower Dock

Exclusive: increases the firepower beyond the weapon's threshold

Location: Chapter 4-4, Ritual Tower Dock
120,000 pesetas

SHOTGUN

A 12-gauge pump-action shotgun. Don't leave home without it.

Buy: 20,000 pesetas starting in

Location: Chapter 1-2, Valley Camp

Find: Chapter 1-1, Pueblo. It's on the wall on the second floor of the biggest house.

Sell: 9,280 empty, 167,440 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 4.0

Level 2: 4.5

Pesetas: 15,000

Location: Chapter 1-2, Valley Camp

Level 3: 5.0

Pesetas: 20,000

Location: Chapter 2-1, Merchant's Cave

Level 4: 6.0

Pesetas: 25,000

Location: Chapter 3-1, Castle Entrance

Level 5: 7.0

Pesetas: 30,000

Location: Chapter 4-1, Castle - Corridor

Level 6: 8.0

Pesetas: 45,000

Location: Chapter 4-3, Cathedral Courtyard

FIRING SPEED

Level 1: 1.53

RELOAD SPEED

Level 1: 3.03

Level 2: 2.43

Pesetas: 7,000

Location: Chapter 1-2, Valley Camp

Level 3: 1.50

Pesetas: 15,000

Location: Chapter 3-1, Castle Entrance

CAPACITY

Level 1: 6

Level 2: 8

Pesetas: 8,000

Location: Chapter 1-2, Valley Camp

Level 3: 10
Pesetas: 10,000
Location: Chapter 2-1, Merchant's Cave

Level 4: 12
Pesetas: 12,000
Location: Chapter 3-1, Castle Entrance

Level 5: 15
Pesetas: 15,000
Location: Chapter 4-1, Castle - Corridor

Level 6: 18
Pesetas: 20,000
Location: Chapter 4-3, Cathedral Courtyard

Exclusive: significantly increases the destructive force of the weapon for long distance targets
Chapter 4-4, Ritual Tower Dock
90,000 pesetas

STRIKER

Equipped with the advantages of wide-shot, it enables faster firing than the standard shotgun.

Buy: 43,000 pesetas starting in Chapter 4-1, Spiked Pit
Find: Purchase only
Sell: 20,060 empty, 206,560 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 6.0

Level 2: 7.0
Pesetas: 25,000
Location: Chapter 4-3, Cathedral Courtyard

Level 3: 8.0
Pesetas: 28,000
Location: Chapter 4-3, Cathedral Courtyard

Level 4: 9.0
Pesetas: 32,000
Location: Chapter 4-4, Ritual Tower Dock

Level 5: 10.0
Pesetas: 40,000
Location: Chapter 5-1, Island Cliffs - Upper

Level 6: 12.0
Pesetas: 60,000

Location: Chapter 5-1, Base - Garage Area

FIRING SPEED

Level 1: 0.73

RELOAD SPEED

Level 1: 3.00

Level 2: 2.40
Pesetas: 8,000
Location: Chapter 4-3, Cathedral Courtyard

Level 3: 1.50
Pesetas: 15,000
Location: Chapter 4-4, Ritual Tower Dock

CAPACITY

Level 1: 2

Level 2: 14
Pesetas: 10,000
Location: Chapter 4-3, Cathedral Courtyard

Level 3: 16
Pesetas: 12,000
Location: Chapter 4-3, Cathedral Courtyard

Level 4: 20
Pesetas: 15,000
Location: Chapter 4-4, Ritual Tower Dock

Level 5: 24
Pesetas: 20,000
Chapter 5-1, Island Cliffs - Upper

Level 6: 28
Pesetas: 25,000
Chapter 5-1, Base - Garage Area

Exclusive: 100
Pesetas: 60,000
Chapter 5-1, Base - Garage Area

TMP

A fully-automated machine pistol. Fires custom 9mm.

Buy: 10,000 pesetas starting in Chapter 1-2, Valley Cam
Find: Purchase only
Sell: 4,400 empty, 169,400 fully upgraded

STATS AND UPGRADES

FIREPOWER

Level 1: 0.4

Level 2: 0.5
Pesetas: 7,000
Chapter 1-3, Tunnel

Level 3: 0.6
Pesetas: 14,000
Location: Chapter 2-2, Tunnel

Level 4: 0.8
Pesetas: 18,000
Location: Chapter 3-1, Castle Entrance

Level 5: 1.0
Pesetas: 24,000
Location: Chapter 3-1, Castle - Balcony Area

Level 6: 1.2
Pesetas: 35,000
Location: Chapter 4-1, Castle - Corridor

Exclusive: 1.8
Pesetas: 100,000
Location: Chapter 4-4, Ritual Tower Dock

FIRING SPEED

Level 1: 0.10

RELOAD SPEED

Level 1: 2.37

Level 2: 1.93
Pesetas: 5,000
Location: Chapter 1-3, Tunnel

Level 3: 1.17
Pesetas: 15,000
Location: Chapter 3-1, Castle - Balcony Area

CAPACITY

Level 1: 30

Level 2: 50
Pesetas: 7,000
Location: Chapter 1-3, Tunnel

Level 3: 100
Pesetas: 15,000
Location: Chapter 2-2, Tunnel

Level 4: 150
Pesetas: 20,000
Location: Chapter 4-1, Castle - Corridor

Level 5: 200
Pesetas: 25,000
Location: Chapter 4-3, Cathedral Courtyard

Level 6: 250
Pesetas: 35,000
Location: Chapter 4-4, Ritual Tower Dock

Exclusive: Increases the firepower beyond the weapon's threshold
Location: Chapter 4-4, Ritual Tower Dock
100,000 pesetas

EQUIPMENT

This section lists pieces of equipment/items you can find or buy that are not treasures or weapons. Most of the entries are ammunition and types of grenades. These items are found all over the place in barrels, in crates, laying on tables and shelves and can be dropped by enemies. A few of the entries, such as the attaché cases and the tactical vest, can only be purchased from the merchant.

ATTACHÉ CASE

Available: Leon starts with this.
Price: Can't be purchased.
Sell: Can't be sold.
Leon starts the game with this case. Trying to go through the entire game with it will drive you crazy, especially on your first time through.

ATTACHÉ CASE L

Available: Chapter 3-1, Castle Entrance
Price: 40,000
Sells For: Can't be sold.
This is the second biggest case you can get. Pick it up as soon as you can, especially since you'll likely be adding a rifle to your arsenal at the same time. You'll need the space.

ATTACHÉ CASE M

Available: Chapter 1-2, Valley Camp
Price: 24,000
Sells For: Can't be sold.
This is the second case you can get. Many players would suggest you skip it to save some money, but you will most likely want it.

ATTACHÉ CASE XL

Available: Chapter 3-3, Mural Room
Price: 73,000
Sells For: Can't be sold.
This is the largest case. Definitely get it as soon as possible.

FLASH GRENADE

Available: Found all over the place.

Price: Can't be purchased.
Sells for: 500
These grenades will stun enemies for a short period of time. They're invaluable against enemies such as El Gigante and Krauser.

HAND GRENADE

Available: Found all over the place.
Price: Can't be purchased.
Sells for: 2,000
This is the standard grenade. It usually kills an enemy (or several) if thrown nearby. Use to slaughter large quantities of attacking enemies.

HANDGUN AMMO

Available: Leon starts the game with some in his inventory. More is found all over the place through the entire game.
Price: Can't be purchased.
Sells for: 50 per round
This is standard handgun ammunition used in the Handgun, Punisher, Red9, Blacktail and Matilda.

INCENDIARY GRENADE

Available: Found all over the place
Price: Can't be purchased.
Sells for: 1,000
These are fire-bombs, basically. They usually won't kill the enemies they hit (unless already damaged), but they do a good amount of damage. They can slow down a group of enemies for quite a while. If you have to pick between an incendiary grenade and a hand grenade, I suggest taking the hand grenade.

MAGNUM AMMO

Available: Found in various places later in the game.
Price: Can't be purchased.
Sells for: 500 per round
This is used in the Broken Butterfly and the Killer7.

MINE-DARTS

Available: Dropped randomly by enemies as soon as you purchase the Mine Thrower. These are not dropped often.
Price: Can't be purchased.
Sells for: 500 per dart
These are used with the Mine Thrower. (Note: will not start appearing until you purchase the Mine Thrower.)

RIFLE AMMO

Available: Found all over the place throughout the game.

Price: Can't be purchased.
Sells for: 150 per round
These are used in the rifle and the semi-auto rifle.

SHOTGUN SHELLS

Available: Found all over the place throughout the game.
Price: Can't be purchased.
Sells for: 120 per round.
These are used in the Shotgun, Riot Gun and Striker.

TACTICAL VEST

Available: Chapter 5-1, Base - Garage Area.
Price: 60,000
Sells for: Can't be sold.
This will reduce the damage you take by 30 percent. If you're a good shot, this is a waste of money since you rarely take damage. Plus, you'll have tons of curative items available even if you do take occasional damage.

TMP AMMO

Available: Found all over the place throughout the game.
Price: Can't be purchased.
Sells for: 20 per round

TREASURE MAP (CASTLE)

Available: Chapter 3-1, Castle Entrance
Price: 3,000
Sells for: Can't be sold.
This will make a little star appear on your map where a rare item is located in the game. It's useless if you're using the walkthrough, but if you want to find things on your own, it might be worth your money.

TREASURE MAP (ISLAND)

Available: Chapter 5-1, Island Cliffs - Upper
Price: 3,000
Sells for: Can't be sold.
This will make a little star appear on your map where a rare item is located in the game. It's useless if you're using the walkthrough, but if you want to find things on your own, it might be worth your money.

TREASURE MAP (VILLAGE)

Available: Chapter 1-2, Valley Camp
Price: 3,000
Sells for: Can't be sold.
This will make a little star appear on your map where a rare item is located in the game. It's useless if you're using the walkthrough, but if you want to find



things on your own, it might be worth your money.

TREASURES

The items listed in this section have only one purpose: to be sold for pesetas, which can then be used to purchase equipment, weapons and upgrades. Each entry includes information on where and when the treasure can be found, how much they sell for, and what they can be combined with (if anything) to increase the sale price. We've also included the exact description of each item from the "examine" feature in the game.

AMBER RING

Found: Chapter 2-1, Waterfall, between the two torches above the entrance to the cave under the waterfall.

Sell: 10,000

ANTIQUE PIPE

Found: Chapter 1-3, Dock, in a nest in a tree.

Sell: 10,000

BEER STEIN

Found: Chapter 1-1, Farm. Climb the ladder in the barn, then jump off of the ledge as far to the right as possible.

Sell: 3,000

Combine: Combine it with the red, green and yellow catseyes to increase the sale price to 20,000 pesetas

BLUE EYE

Found: Novistadors (the bug-like enemies that can fly) rarely drop these.

Sell: 3,000

Combine: Combine this with a Butterfly Lamp to increase the sale price of the items. You can also combine them with a Red and a Green Eye to maximize the sale value.

BLUE STONE OF TREASON

Found: Chapter 5-3, Camp. When you drop down into the tunnel that goes from the camp to the Ancient Fortress, take the first right.

Sell: 3,500

Combine: Combine it with the Golden Lynx to increase the sale price. You can also combine them with the Green Stone of Judgment and the Red Stone of Faith to maximize the sale price.

BRASS POCKET WATCH

Found: Chapter 1-2, Chief's House. Shoot the stick holding the well open, then shoot the watch, which is hanging from the wood above the well.

Chapter 5-1, Base - Cryogenic Lab Access. Take a left as soon as you enter this area from the Garage Area. The watch is in a crate near the typewriter.

Sell: 10,000

BUTTERFLY LAMP

Found: Chapter 3-2, Castle - Sewer. It's in a treasure chest in the room with the valve that drains the water.

Sell: 4,500

Combine: Combine it with the Green, Red and Blue Eyes to maximize its sale price to 32,000 pesetas.

CROWN

Found: Chapter 4-1, Spiked Pit. It's on the ground in the spiked area.

Sell: 9,000

Combine: Combine with the Royal Insignia and the Crown Jewel to maximize the sale price of the items.

CROWN JEWEL

Found: Chapter 4-1, Control Tunnel. Salazar's "Right Hand Man" will drop it when you defeat him.

Sell: 11,000

Combine: Combine it with the Crown to increase its sale price, and combine those with the Royal Insignia to maximize the sale price.

CROWN WITH AN INSIGNIA

Found: This is formed when you combine the Crown and the Royal Insignia.

Sell: 27,000

Combine: Combine it with the Crown Jewel to create the Salazar Family Crown, which maximizes the sale price of the pieces. The Crown with Jewels sells for 250,000.

DIRTY BRASS POCKET WATCH

Found: Chapter 1-2, Chief's House. You can only receive this item if you shoot the watch down before closing the well. Shoot the stick holding the well open before shooting the watch to receive a more valuable version of this item.

Sell: 1,000

DIRTY PEARL PENDANT

Found: Chapter 1-1, Farm. You can only receive this item if you shoot the pendant down before closing the well. Shoot the stick holding the well open before shooting the pendant to receive a more valuable version of this item

Sell: 1,000

ELEGANT CHESSBOARD

Found: Chapter 4-1, Castle - Queen's Grail. It's in a cupboard in the area right after where the drill thing attacks you.

Sell: 13,000

ELEGANT HEADDRESS

Found: Chapter 1-3, Tunnel. It's on the ceiling in the middle part of the tunnel by the lantern.

Chapter 5-3, Base - Laser Grid. Sit in the chair, then look at the ceiling in the direction of the lasers to see it.

Sell: 10,000

ELEGANT MASK

Found: Chapter 1-2, Water Works. Use your knife to smash the boards on the window to the left in the room right after the spot that had the bear traps. Chapter 3-2, Castle - Balcony Area. It's in a treasure chest in the upper area, which you can reach by using the chandeliers.

Sell: 3,000

Combine: Combine it with the Green, Red and Purple Gems to maximize the sale price of the pieces to 20,000.

ELEGANT PERFUME BOTTLE

Found: Chapter 4-1, Castle - Roof. You'll need to boost Ashley over the window near the locked door by the fountain right outside of the hedge maze area.

Sell: 10,000

EMERALD

Found: All over the place during Chapter Five.

Sell: 3,000

GOLD BANGLE

Found: Chapter 3-1, Castle - Front Gate. It's in a treasure chest behind the small shack in the upper area across from the cannon.

Chapter 3-4, Castle - Armor Storage. It's in a treasure chest in the room where the armor first attacks you.

Chapter 4-1, Castle - Roof. You'll need to boost Ashley over the window near the locked door by the fountain on the castle's roof.

Chapter 4-1, Clock Tower Exit. The cult leader in red drops it when you kill him.

Chapter 4-4, Ritual Tower. When you get to the top of the large lift, look around for a ledge you can jump off of to reach a red treasure chest. This one's hard to see, so you might want to check its location on the text map for the Ritual Tower section.

Sell: 8,500

GOLD BANGLE W/PEARLS

Found: Chapter 1-3, Lake. It's in a bird's nest in a tree on the left side of the trail leading to the lake from the Dock area.

Sell: 10,000

GOLDEN LYNX

Found: Chapter 5-1, Island Cliffs - Upper. Shoot the red barrel inside the

cave area, then climb the revealed cliff to get to a treasure chest.

Sell: 15,000

Combine: Combine this with the Blue Stone of Treason, the Green Stone of Judgment, and the Red Stone of Faith to maximize their sale price to 35,000.

GREEN CATSEYE

Found: Chapter 1-3, Cemetery. Solve the puzzle behind the church to get this item. Use the 3 option seven times in a row, then the 4 option five times in a row, and then the 3 option one more time.

Sell: 3,000

Combine: Combine this with the beer stein to increase its sale price

GREEN STONE OF JUDGMENT

Found: Chapter 5-2, Bulldozer Path. It's in the room with the merchant right after the bulldozer stops.

Sell: 3,500

Combine: Combine this with the Golden Lynx to increase its sale price.

GREEN EYE

Found: Novistadors (the bug-like enemies that can fly) drop these often when you kill them. This is the most common color of Eye.

Sell: 1,000

Combine: Combine these with a Butterfly Lamp to increase its sale price.

GREEN GEM

Found: Chapter 2-1, Merchant's Cave. Move the boxes, then climb on the roof of the merchant's shop. Move a few more boxes, then smash the barrels

up there, one of which contains the gem.

Chapter 3-1, Castle - Prison. Turn around after the scene with Salazar and shoot the glimmering spot on the archway.

Sell: 3,000

Combine: Combine one with an Elegant Mask to increase its sale price. Combine them with a Red and a Purple Gem to maximize the sale price.

HOURLASS WITH GOLD DÉCOR

Found: Chapter 3-3, Castle - Dining Hall. It's in the treasure chest inside the metal cage.

Sell: 12,000

ILLUMINADOS PENDANT

Found: Chapter 3-2, Castle - Balcony Area. The cult leader in red has this on him, and you can only get it if you kill him before he runs away. Chapter 4-1, Castle - Hall of Fire. If you kill the operator of the second fire dragon thing, a treasure chest appears in the middle of the room. Open the chest to find the pendant.

Sell: 12,000

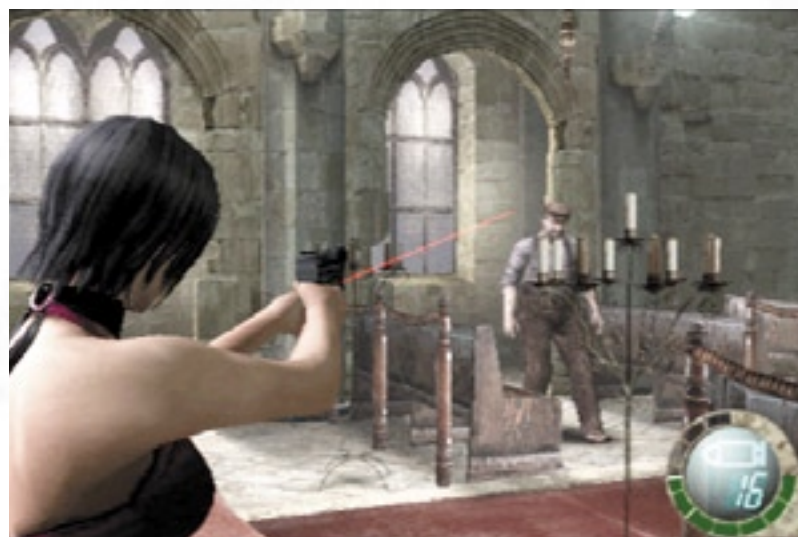
MIRROR WITH PEARLS & RUBIES

Found: Chapter 3-3, Castle - Hedge Maze. It's in a cabinet near the merchant in the secluded part of the bedroom area.

Sell: 12,000

PEARL PENDANT

Found: Chapter 1-1, Farm. Shoot the stick on the well first, then shoot the pendant from the wood above the



well. Failing to shoot the stick before shooting the pendant will result in receiving a less valuable form of the pendant.

Chapter 5-4, Torture Cells Access. Immediately turn around after entering this area and take the pendant from the table there.

Sell: 10,000

PURPLE GEM

Found: Chapter 2-3, El Gigante's Path. It's stuck to a bucket high up in the air near the two shacks.

Chapter 4-1, Castle - Corridor. It's stuck to one of the four statues in the hallway right near the door that requires placing the two grails before the door can be opened.

Sell: 3,000

Combine: Combine this with an Elegant Mask to increase the sale price.

RED CATSEYE

Found: Chapter 1-1, Booby traps. It's in a bird's nest in a tree between the main house and the smaller house.

Sell: 3,000

Combine: Combine this with the beer stein to increase its sale price. Combine them with the Green and Yellow Catseyes to maximize their sale price.

RED EYE

Found: Novistadors (the bug-like enemies that can fly) drop these items sometimes. They are more common than Blue Eyes, but less common than Green Eyes.

Sell: 1,500

Combine: Combine one with a Butterfly Lamp to increase its sale price. Combine them with a Green and a Blue Eye to maximize the sale price.

RED GEM

Found: Chapter 2-3, Camp. After going through the door that requires the Camp Key, enter the small shack on the right. Immediately turn left inside the shack and destroy the boards on the window with your knife. The gem is in one of the barrels at the end of that path.

Chapter 3-2, Castle - Hedge Maze. It's in a treasure box near where you can pick up the Yellow Herb.

Sell: 3,000

Combine: Combine it with an Elegant Mask to increase its sale price. Combine them with a Green and a Purple Gem to maximize the sale price.

RED STONE OF FAITH

Found: Chapter 5-1, Base - Surveillance Room. It's in a silver case in the lower part of this area.

Sell: 3,500

Combine: Combine this with the Golden Lynx to increase its sale price. Combine them with the Green Stone of Judgment and the Blue Stone of Treason to maximize their sale price.

ROYAL INSIGNIA

Found: Chapter 4-2, Lower Hive. It's sitting on the pedestal that activates the elevator out of the lower hive.

Sell: 13,000

Combine: Combine it with the Crown to increase its sale price. Combine

them with the Crown Jewel to maximize the sale price of the pieces.

RUBY

Found: Chapter 1-1, Pueblo. You must defeat the first chainsaw villager.

Chapter 1-3, Chief's House. You must defeat the chainsaw villager behind the house. Chapter 2-3, Camp. You must defeat one of the chainsaw sisters.

Sell: 10,000

SALAZAR FAMILY CROWN

Found: This is what you'll end up with if you combine the Crown, Crown Jewel, and Royal Insignia.

Sell: 48,000

SPINEL

Found: All over the place during most of the game.

Sell: 2,000

STAFF OF ROYALTY

Found: Chapter 4-3, Underground Ruins. It's in a coffin under the entry to the main ruins area.

Sell: 20,000

VELVET BLUE

Found: All over the place during chapters three and four.

Sell: 2,500

YELLOW CATSEYE

Found: Chapter 2-3, Gondola. After getting off of the gondola at the lower area, take the stairs down, and take a left to enter the cave area. Climb the ladder in there and open the chest in the upper area to get the Yellow Catseye.

Sell: 3,000

Combine: Combine this with the beer stein to increase its sale price.

KEY ITEMS

This section contains each key item's location and description. The items in this section are the various items that you will need to open doors, solve puzzles and so forth. With very few exceptions, you usually only have one key item in your inventory at a time (or the component pieces to a key item). This means that if you encounter something that requires a key item, you shouldn't have to put much thought into what item you need to use.



BLUE MOONSTONE

Found: This is what you get when you combine the Moonstone (left half) with the Moonstone (right half).

Use: This opens the locked door in the Castle - Hedge Maze area.

CAMP KEY

Found: Chapter 2-3, Camp. It's attached to one of the chainsaw ladies. Kill her to take the key.

Use: It opens the locked door in the central area of the Camp.

CASTLE GATE KEY

Found: Chapter 3-1, Main Gate. It's in the red treasure chest in the back of the room farthest from the actual gate in the Castle - Main Gate area.

Use: It unlocks the gate in Castle - Main Gate.

DYNAMITE

Found: Chapter 4-2, Mine. It's in the mine cart that you lower using the lever and the circuit breaker.

Use: Use it to destroy the rock, blocking the exit of the mine.

EMBLEM (LEFT HALF)

Found: Chapter 1-2, Valley Camp. It's in the treasure chest at the top of the hill.

Use: Combine it with the Emblem (right half) to form the Hexagonal Emblem, which will open the door out of the Valley Camp area.

EMBLEM (RIGHT HALF)

Found: Chapter 1-2, Valley Camp. It's in the treasure chest on the roof of the central structure.

Use: Combine it with the Emblem (left half) to form the Hexagonal Emblem, which will open the door out of the Valley Camp area.

EMERGENCY LOCK CARD KEY

Found: Chapter 5-4, Security Station. One of the many enemies in this area has it on them. Kill him to retrieve it.

Use: It will open the large gate that leads out of the Security Station.



FALSE EYE

Found: Chapter 2-3, Shed of Enlightenment. Bitores Mendez, the village chief, will drop this when you kill him.

Use: It will open the large gate leading out of the Gondola area to the entrance of the castle.

FREEZER CARD KEY

Found: Chapter 5-1, Base - Autopsy Lab. It's on the dead guy in the back of the room that had the security panel.

Use: It opens the door to the Cryogenic Lab in the hallway right before the Autopsy Lab.

GALLERY KEY

Found: Chapter 3-2, Gallery. The guy in red will drop this when he dies.

Use: It opens the locked door near where the guy in red was first standing in the Gallery area.

GOAT ORNAMENT

Found: Chapter 3-2, Gallery. It's in the blue treasure box on the platform in the center of the room, where the two rocket launcher guys were.

Use: It's one of the three pieces needed to move the wall blocking the exit to the Prison area in the front part of the castle.

GOLDEN SWORD

Found: Chapter 3-1, Castle - Foyer. It's in the corner on the wall on the upper part of this area.

Use: Place it on the wall in the lower area where the Platinum Sword was. Once both swords have been switched, a door will open out of the area.

HEXAGONAL EMBLEM

Found: This is what you get when you combine the Emblem (left half) and the Emblem (right half).

Use: This opens the door out of the Valley Camp.

INSIGNIA KEY

Found: Chapter 1-2, Chief's House. It's on a table in the Chief's room.

Use: This unlocks the door to the house in the Pueblo where all of the village dwellers disappear in the beginning of the game.

JET-SKI KEY

Found: Final Chapter, Final Battle Arena. Ada will toss this to you on her way out.

Use: You'll need this to start the jet-ski parked in the cave at the end of the game.

KEY TO THE MINE

Found: Chapter 4-3, Underground Ruins. It's on the second level of the structure with the two chainsaw guys in it.

Use: It unlocks the large door in the underground ruins area that leads towards the mine cart ride.

KING'S GRAIL

Found: Chapter 4-1, Castle - King's Grail. It's on the center pedestal in the room after the armor that attacks you.

Use: Placing it in the King's statue's hands will open the door out of the Corridor area (assuming you also place the Queen's Grail in the Queen's statue's hands).

LION ORNAMENT

Found: Chapter 4-1, Castle - Hall of Fire. It's in a treasure chest in the very back of the area. You must kill the operator of the third fire dragon thing to make the treasure chest appear
Use: It's one of the three pieces needed to move the wall blocking the exit to the prison area in the front part of the castle.

MOONSTONE (LEFT HALF)

Found: Chapter 3-2, Castle - Hedge Maze. It's on the lower fountain in the corner of the maze.
Use: Combine it with the Moonstone (right half) to create the Blue Moonstone, which can be used to open the locked door in the maze.

MOONSTONE (RIGHT HALF)

Found: Chapter 3-2, Castle - Hedge Maze. It's on the upper fountain in the central part of the maze.
Use: Combine it with the Moonstone (left half) to create the Blue Moonstone, which can be used to open the locked door in the maze.

OLD KEY

Found: Chapter 2-3, El Gigante's Path. It can be found inside one of the two small shacks in the central part of the path.

Use: It unlocks the gate leading from El Gigante's Path to the Gondola.

PIECE OF THE HOLY BEAST, EAGLE

Found: Chapter 5-3, Ancient Fortress. This piece is at the top of the pillar area on the far side of the fortress, on the wooden planks.

Use: This is one of the three pieces needed to open the exit of the Ancient Fortress.

PIECE OF THE HOLY BEAST, PANTHER

Found: Chapter 5-3, Ancient Fortress. This piece is the first one you will find. It's in the lower part of the fortress, on the far side.

Use: This is one of the three pieces needed to open the exit of the Ancient Fortress.

PIECE OF THE HOLY BEAST, SERPENT

Found: Chapter 5-3, Ancient Fortress. This is the piece Krauser drops when you kill him.
Use: This is one of the three pieces



needed to open the exit of the Ancient Fortress.

PLATINUM SWORD

Found: Chapter 3-1, Castle - Foyer. It's in the lower part of the area, on the wall across from the entrance.
Use: Place it on the wall in the upper area where the golden sword was. Once both swords have been switched, a door will open out of the area.

PRISON KEY

Found: Chapter 3-1, Castle - Prison. It's on the wall near the two things that are spitting out fire.
Use: It unlocks the door that leads down to the actual prison part of the prison area.

QUEEN'S GRAIL

Found: Chapter 4-1, Castle - Queen's Grail. It's in a treasure chest in the room after the drill machine attacks you.
Use: Placing it in the Queen's statue's hands will open the door out of the Corridor area (assuming you also place the King's Grail in the King's statue's hands).

ROUND INSIGNIA

Found: Chapter 2-1, Waterfall. It's on the wall in the back underneath the waterfall.
Use: Use this to open the front door of the church in the cemetery area.

SALAZAR FAMILY INSIGNIA

Found: Chapter 3-4, Castle - Armor Storage. It's in the treasure chest in

the very back of this area after you complete the tablet puzzle.

Use: Use this to operate the crank in the butler's quarters.

SERPENT ORNAMENT

Found: Chapter 3-4, Castle - Armor Storage. It's in the treasure chest that will appear after you take the Salazar Family Insignia from the back of the room after the tablet puzzle.

Use: It's one of the three pieces needed to move the wall blocking the exit to the prison area in the front part of the castle.

STONE OF SACRIFICE

Found: Chapter 4-3, Minecar Tracks. It's on a pedestal in the last room at the end of the mine-cart ride.
Use: Use it to open the door to the elevator in the Cathedral Courtyard.

STONE TABLET

Found: Chapter 3-4, Castle - Armor Storage. It's on the mantel above the old fireplace in the part with the three metal bar gates.
Use: This is the lower-right piece of the tablet puzzle found later in this area. Use it to complete the puzzle and open the door.

STORAGE ROOM CARD KEY

Found: Chapter 5-1, Base - Research Lab. The spiky Regenerator in this room has it. Kill him, then take it from him.
Use: This will open the door to the storage room being used as Ashley's Cell.

WASTE DISPOSAL CARD KEY

Found: Chapter 5-1, Base - Cryogenic Lab. Use the card encoder in the small area on the right of the lab to change the Freezer Card Key to the Waste Disposal Card Key.

Use: Use it to open the last locked door in Cryogenic Lab Access.

THE MERCHANT

The merchant will update his inventory of weapons and items periodically as well as offer more upgrades for weapons. If you want to know what he offers at any given point during the game, find that section of the game in the walkthrough. We've included detailed selling charts for every encounter in there. This is every item he sells throughout the game:

Attaché Case	M24,000
Attaché Case	L40,000
Attaché Case	XL73,000
Tactical Vest	60,000
Treasure Map (Village)	3,000
Treasure Map (Castle)	3,000
Treasure Map (Island)	3,000
Handgun	,000
Red	914,000
Punisher	20,000

Blacktail	24,000
Broken Butterfly	38,000
Killer	7,700
Shotgun	20,000
Riot Gun	32,000
Striker	43,000
Rifle	12,000
Rifle (semi-auto)	35,000
TMP	10,000
Mine Thrower	28,000
Rocket Launcher	30,000
Stock (Red9)	4,000
Stock (TMP)	4,000
Scope (Rifle)	7,000
Scope (semi-auto rifle)	10,000
Scope (Mine Thrower)	8,000
First-aid spray	5,000

WEAPON UPGRADES

The merchant offers upgrades for weapons that can increase their firepower, firing speed, reload speed, and capacity, as well as some interesting "exclusive" upgrades to make the weapons even more powerful. We recommend that you stick with a few weapons throughout the game, so you can easily afford to fully upgrade them.

For example, it's a bad idea to waste money upgrading the original

handgun, shotgun or rifle, since you will be replacing these with more powerful weapons. If you get the Riot Gun and upgrade it a lot, don't bother getting the Striker. But if you want to get the Striker, it might be a better idea to bypass the Riot Gun altogether and just upgrade the normal shotgun a bit.

One good thing to remember about weapons upgrades is that a Capacity upgrade will cause your clip to be filled. If you're going to upgrade a weapon's capacity, you should try to remember not to reload it right before you get the upgrade. Free ammo should never be passed up, especially if the weapon you're upgrading is a Magnum or the mine thrower.

FIRST-AID SPRAY

The merchant will sell you a limited number of first-aid sprays. He tends to add one to his selling inventory every time you encounter him in a new area. Selling a first-aid spray to the merchant will also increase his selling inventory by the number of units sold to him. This will not affect his normal supply of first-aid spray.

END

